

Title: ☀Battle of the 8 Armies☀ - Looking for players (Who wants some Waaaaagh?)
Post by: Meph on December 15, 2014, 11:42:30 am



☀Battle of the 8 Armies☀

Watch how 8 players duke it out across 8 embarks; Each one using one of 8 unique races. There will be one world, copied 8 times, and each race starts on the same spot. Same embark, same resources, same dangers, different ways to overcome them.

- Dwarves, master smiths and purveyor of fine metals. (grey)
VS.
- Orcs, honorable clan-members guided by dreams and plunder. (orange)
VS.
- Kobolds, thieves living in a thriving warren. (beige)
VS.
- Succubi, wicked demonesses that escaped the depths. (red)
VS.
- Gnomes, tech-hardy nature-loving inventors. (green)
VS.
- Warlocks, ruthless necromancers and spellcrafters. (teal)
VS.
- Humans, knights in shiny armor and greedy merchants. (limegreen)
VS.
- The Hermit, a guy who just wants to be left alone. (yellow)

These are the races of the Masterwork DF mod, each ones comes with unique game mechanics, castes, pets, buildings and items.

☀Rules☀

- Each player runs a fort for one year.
- After each year a fortress tour with screenshots should be posted, so that people can compare the different forts.
- Players can take multiple turns if they like.
- If someone doesnt respond within 7 days, he'll be skipped.
- SaveScumming is permitted, but should be mentioned. Quicksaves are recommended. (Ctrl + Q)
- Updates are written in the colors used above. You can either color the titles or complete text, thats up to you.
- Players play simultaneously. After each race completed a year I make a large comparison post. If a race gets 2 years ahead, I'll ask to wait for the rest of the players.

☀Posts☀

- All races: Year 1 Comparison (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5904543#msg5904543>).
- General: The Embark Location (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5889819#msg5889819>). World History - Caves, Lairs and Shrines (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5890256#msg5890256>). World History - Map & Camps (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5894806#msg5894806>). Testy Jungle, our region (Legends) (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5895194#msg5895194>).
- Dwarves: Intro (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5894218#msg5894218>). Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5894493#msg5894493>). Summer (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5894731#msg5894731>). Fall, Winter & Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5898062#msg5898062>). Spring Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5906751#msg5906751>). Summer Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5908303#msg5908303>). Autumn Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5911505#msg5911505>). Save Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5915526#msg5915526>). Winter Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5912920#msg5912920>). Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5919018#msg5919018>). Complete Year 3 & Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5945411#msg5945411>). Year 4 Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5953891#msg5953891>). Year 4 Summer (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5959250#msg5959250>). Autumn & Winter & Save Year 4 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5965189#msg5965189>). Year 5 First Half (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5992593#msg5992593>).
- Orcs: Intro/Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5895546#msg5895546>). Summer (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5903111#msg5903111>). Autumn, Winter and Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5904373#msg5904373>). Spring Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5907289#msg5907289>). Full Year 2 and Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5909654#msg5909654>). Year 3 Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5994857#msg5994857>). Year 3 Summer (<http://www.bay12forums.com/smf/index.php?topic=146594.msg6005071#msg6005071>). Year 3 Autumn (<http://www.bay12forums.com/smf/index.php?topic=146594.msg6005960#msg6005960>). Year 3 Winter & Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg6008205#msg6008205>).
- Kobolds: Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5892799#msg5892799>). Summer/Autumn/Winter and Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5903025#msg5903025>). Year 2 Prelude (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5907150#msg5907150>). Spring Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5911641#msg5911641>). Summer Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5911761#msg5911761>). Autumn/Winter and Save Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5912767#msg5912767>). Beginning of Spring Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5915500#msg5915500>). End of Spring Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5917194#msg5917194>). Beginning of Summer Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5919066#msg5919066>). End of Summer Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5919066#msg5919066>). Beginning of Autumn Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5922214#msg5922214>). End of Autumn Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5925413#msg5925413>). Year 3 Redux (Replayed save) (<http://www.bay12forums.com/smf/index.php?topic=146594.msg6000513#msg6000513>).
- Succubi: Intro (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5889946#msg5889946>). Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5891704#msg5891704>). Summer

- (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5892329#msg5892329>). Autumn (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5892396#msg5892396>). Winter (and fort tour) (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5892935#msg5892935>). Complete Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5903971#msg5903971>). Spring Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5930273#msg5930273>). Summer Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5947245#msg5947245>). Autumn Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5961914#msg5961914>). Winter Year 3 & Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5969041#msg5969041>).
- Gnomes: Intro (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5891838#msg5891838>). Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5894340#msg5894340>). Summer (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5894618#msg5894618>). Autumn (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5897815#msg5897815>). Winter & Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5900273#msg5900273>). Spring Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5903872#msg5903872>). Summer/Autumn/Winter Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5905693#msg5905693>). Tour and Save Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5905825#msg5905825>). Spring Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5907142#msg5907142>). Summer Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5907259#msg5907259>). Autumn Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5907457#msg5907457>). Winter Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5908777#msg5908777>). Tour and Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5908935#msg5908935>). Spring Year 4 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5923333#msg5923333>). Summer Year 4 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5923378#msg5923378>).
- Warlocks: Year 1 & Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5899632#msg5899632>). Intro Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5900437#msg5900437>). Spring Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5900589#msg5900589>). Summer Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5900741#msg5900741>). Autumn Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5901761#msg5901761>). Winter and Save Year 2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5904446#msg5904446>). Spring Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5911449#msg5911449>). Summer Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5918780#msg5918780>). Winter Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5963114#msg5963114>). End of Year 3 & Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5965433#msg5965433>). Beginning of Year 4 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5967074#msg5967074>). Warlocks thoughts (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5967088#msg5967088>).
- Humans: Intro (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5890680#msg5890680>).Year 1 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5892458#msg5892458>). Intro Year2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5894199#msg5894199>). Year 2 Report (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5902592#msg5902592>). Year 2 Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5902699#msg5902699>). Complete Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5903945#msg5903945>). Spring Year 4 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5939837#msg5939837>). Summer Year 4 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5942022#msg5942022>). Interlude (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5948951#msg5948951>). End of Year 4 & Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5965378#msg5965378>). Year 4 Stats (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5967403#msg5967403>). Year 5 Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5978381#msg5978381>). Year 5 Summer (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5978640#msg5978640>). First Contact (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5980063#msg5980063>). Year 5 Autumn & Winter (save) (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5980324#msg5980324>). Year 6 spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5988853#msg5988853>). Year 6 Summer (<http://www.bay12forums.com/smf/index.php?topic=146594.msg6001998#msg6001998>). Year 6 Autumn/Winter and Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg6004479#msg6004479>). Year 6 Fortress Tour (<http://www.bay12forums.com/smf/index.php?topic=146594.msg6006832#msg6006832>). Military Commander Galerock, the Negator of Humor (<http://www.bay12forums.com/smf/index.php?topic=146594.msg6007394#msg6007394>).
- The Hermit: Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5890656#msg5890656>). Summer (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5892143#msg5892143>). Autumn (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5893174#msg5893174>). Winter (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5895321#msg5895321>). Year 1 Fort Tour (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5895412#msg5895412>). Spring#2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5898337#msg5898337>). Summer#2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5900092#msg5900092>). Autumn#2 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5900804#msg5900804>). Winter#2 and Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5902640#msg5902640>). Spring Year 3 (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5938824#msg5938824>). All of Year 3 and Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5940972#msg5940972>). All of Year 4 and Save (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5987372#msg5987372>). Year 5 Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5998582#msg5998582>).

☀️Players☀️

Lineup for Year 1.

- Dwarves: qorthos (*Finished*)
- Orcs: Immortal-D (*Finished*)
- Kobolds: Deus Asmoth (*Finished*)
- Succubi: Meph (*Finished*)
- Gnomes: Boltgun (*Finished*)
- Warlocks: IgnusPoppingtonIV (*Finished*)
- Humans: than402 (*Finished*)
- The Hermit: Vozhban (*Finished*)

Lineup for Year 2.

- Dwarves: Pencil_Art (*Finished*)
- Orcs: Gamerlord (*Finished*)
- Kobolds: Smakemupagus (*Finished*)
- Succubi: zach123b (*Finished*)
- Gnomes: qorthos (*Finished*)
- Warlocks: Meph (*Finished*)
- Humans: Bigheaded (*Finished*)
- The Hermit: vjmdhzgr (*Finished*)

Lineup for Year 3.

- Dwarves: Jakob (*Finished*)
- Orcs: Paulus Fahlstrom (*Finished*)
- Kobolds: Arcvasti (Save bugged?)
- Succubi: Boltgun (*Finished*)

- Gnomes: Icy03406 (*Finished*)
- Warlocks: Deus Asmoth(*Finished*)
- Humans: than402 (*Finished*)
- The Hermit: Paulus Fahlstrom (*Finished*)

Lineup for Year 4.

- Dwarves: qorthos (*Finished*)
- Orcs:
- Kobolds:
- Succubi:
- Gnomes: zach123b
- Warlocks: stroppycarpet
- Humans: WodanYmirthe2nd
- The Hermit: Paulus Fahlstrom (*Finished*)

Lineup for Year 5.

- Dwarves: Jakob
- Orcs:
- Kobolds:
- Succubi:
- Gnomes:
- Warlocks:
- Humans: than402 (Smake playing year6?)
- The Hermit: vjmdhzgr

☼Alliances☼

Dwarves, **Humans** and **Gnomes** do trade with each other.
Succubi and **Orcs** trade with each other.
Kobolds, **Warlocks** and the **Hermit** get no allies.

Since we are using 8 identical worlds, it does not affect the other player if your Warlocks slaughter a dwarven invasion or if the Humans send gifts to the Gnomes, but story-wise I'd appreciate if people would include these moments.

Links: Original game save with 7 civs (no dwarves): <http://dffd.wimbli.com/file.php?id=10290> and a second identical copy with dwarves (had to fix up a new world for the dwarven civ, my mistake): <http://dffd.wimbli.com/file.php?id=10288>. Succubi Year 1: <http://dffd.wimbli.com/file.php?id=10283> and Human Year 1: [http://dffd.wimbli.com/file.php?id=10280\[/list\]\[\[/list\]](http://dffd.wimbli.com/file.php?id=10280[/list][[/list])

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **smakemupagus** on **December 15, 2014, 02:27:12 pm**

I've always thought this would be fun. Although, unfortunately I don't have time to take a turn any time soon, I'll watch with interest of course :D

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Pencil_Art** on **December 15, 2014, 03:20:42 pm**

Quote from: Meph on December 15, 2014, 11:42:30 am
....We can then watch and directly compare how differently the races build and react to the map.

And then war with each other.
Personally I have never used Masterwork before, but I will be watching to see how it goes.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Meph** on **December 15, 2014, 03:21:50 pm**

It would be 8 different world gens, you cant war with each other. ;)

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Pencil_Art** on **December 15, 2014, 04:29:11 pm**

Oh.

Why call it ☼Battle of the 8 Armies☼ then?

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Meph** on **December 15, 2014, 05:07:35 pm**

Hobbit reference.

Even in the new version of DF you couldnt have them fight each other. You cant send armies to other fortresses.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Taupe** on **December 15, 2014, 05:12:32 pm**

Are you going to set up deadlines for the players? It won't be much of a comparison if someone plays 10 years in a week and some others cancel.

Anyway, the warlocks sound like a cool idea whatever it is they are. I'm not very knowledgeable about DF eccept for the dwarves, are they a new thing or is this a vanilla faction? What's their special gimmick? I might join, depending on the schedule, and how long you plan to let this project run.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Wysthric** on **December 15, 2014, 06:03:59 pm**

If you make them all fight each other (unlikely), you could sort of have proxy wars via having someone play dwarves and defend against their enemies, and then after a set amount of time have someone play as the enemies of the dwarves and have them defend against them. ^_^

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Bigheaded** on **December 15, 2014, 07:30:20 pm**

May be interested. Always liked masterwork, although i've not really tried a different race to build with.

Was hard enough learning dwarf, i usually turn off most of the other features because DF is complex enough as it is, without confusing me with logging facilities and lord knows what else.

I would be interested in swapping maps after say, 2 weeks of real time, where you set up fortresses in the first 2 weeks. In the second half, swap maps, use adventurers to damage the other player as much as physically possible. First one to destroy every single fortress built by the other player wins :P
Or something like that.
I would be interested in playing orcs, as i've played them a little before a long time back.

Personally i would also ask rendering traps useless or no traps, seeing they can make getting in extremely difficult.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **smakemupagus** on **December 15, 2014, 10:39:36 pm**

Quote from: Meph on December 15, 2014, 03:21:50 pm

It would be 8 different world gens, you cant war with each other. ;)

Maybe the difference is not important, but why not 1 world gen with 8 different embarks?

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Gamerlord** on **December 16, 2014, 02:08:35 am**

If this is going ahead I puts dibs on an Orc turn. Possibly also a Dwarf one.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Meph** on **December 16, 2014, 02:51:07 am**

Because its not the same embark location. If I make it one world and 8 different locations, people could be watching 8 independant forts that have nothing to do with each other. It would be the same.

I also never did a fort, retired it for 7 years, then continued playing it. Doesnt it have a big effect on the fort?

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Boltgun** on **December 16, 2014, 02:56:07 am**

It's a neat idea, I may take a turn but not as succubi because it would be more fun to play races we did not design ;). Gnome probably. If I don't have time I'll try adventuring in the turn saves at least.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Meph** on **December 16, 2014, 04:26:30 am**

Oh yeah, thats a good idea Boltgun. Maybe I can play Succubi or Orcs. :D Now we just need IndigoFenix to take up Orcs, and Smake can have one of my races. :P

Or I'll just have a go with the Hermit. Believe it or not, I released that without playing a single test fort. (besides embark, cheat, see if reaction works, done)

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Pencil_Art** on **December 16, 2014, 02:58:11 pm**

A civilization of Hermits. (This is actually a joke)

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **smakemupagus** on **December 16, 2014, 03:01:54 pm**

Actually, I forgot that Holiday break is coming, so i probably do have time for a turn.
(Kobolds or Dwarves if you want me to have any idea what I'm doing ;) But I'm up for whatever)

p.s.

Quote from: Meph on December 16, 2014, 02:51:07 am

Because its not the same embark location. If I make it one world and 8 different locations, people could be watching 8 independant forts that have nothing to do with each other. It would be the same.

I also never did a fort, retired it for 7 years, then continued playing it. Doesnt it have a big effect on the fort?

Oh I meant something different than that, I meant to gen the world once and make 8 independent copies of the folder, then embark in the same spot independently with each race. Just to save you the trouble of genning extra times. The retire/embark version might be very fun once we migrate to DF2014 but would be sorta bad now.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **than402** on **December 16, 2014, 03:03:45 pm**

i also would like to take a turn. any race other than dwarves will do.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Meph** on **December 16, 2014, 03:12:10 pm**

Smake, that does in fact make more sense. :D

And for people that are confused about the civilization of hermits: It needs to be a civ so you can embark in fort mode. Its a very peculiar system, but people really liked it. And it took only 2 days to make. I think I might even try the Hermit.

I think I'll do a proper first post later, and then we can start assigning people to turns. But I'll release the Succubi and Orc changes first, and a few fixes. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Pencil_Art** on **December 16, 2014, 03:49:09 pm**

Quote from: Meph on December 16, 2014, 03:12:10 pm

And for people that are confused about the civilization of hermits: It needs to be a civ so you can embark in fort mode. Its a very peculiar system, but people really liked it. And it took only 2 days to make. I think I might even try the Hermit.

I think I'll do a proper first post later, and then we can start assigning people to turns. But I'll release the Succubi and Orc changes first, and a few fixes. :)

It *was* a joke, but okay.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Meph** on **December 16, 2014, 03:50:24 pm**

Quote from: Pencil_Art on December 16, 2014, 03:49:09 pm

Quote from: Meph on December 16, 2014, 03:12:10 pm

And for people that are confused about the civilization of hermits: It needs to be a civ so you can embark in fort mode. Its a very peculiar system, but people really liked it. And it took only 2 days to make. I think I might even try the Hermit.

I think I'll do a proper first post later, and then we can start assigning people to turns. But I'll release the Succubi and Orc changes first, and a few fixes. :)

It *was* a joke, but okay.

I'm GERMAN! WE DONT DO JOKES!

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Timeless Bob** on **December 16, 2014, 04:02:28 pm**

A German woman arrives at Passport Control at Paris airport.

"Nationality?" asks the immigration officer.

"German," she replies.

"Occupation?"

"No, just here for a few days."

How many German electricians does it take to change a light bulb?
Spoiler (click to show/hide)
One. We are efficient.

A man walking into a hospital notices a prominent surgeon and his surgical resident down on their hands and knees digging in one of the flower beds. He goes over to them and asks, “Can I help? Did you lose something?”
“No,” says one of the surgeons, “We’re about to do a heart transplant on a individual health insurance executive and we’re looking for a suitable stone.”

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Meph** on **December 16, 2014, 04:04:29 pm**

How many Germans does it take to change a lightbulb?

One. We are efficient.

Edit: Omg, there should be a DF poland-ball version. Dwarf ball, elf ball, etc.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Timeless Bob** on **December 16, 2014, 05:16:46 pm**

I've enjoyed German humour for quite some time now.

There really should be a DF polandball version! Make it so!

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Taupe** on **December 16, 2014, 10:29:13 pm**

Ugh, i just imagined a text-based version of bloodbowl.

The dwarf blitzer blocks the elf thrower in the head with his iron helmet, bruising the skin trough the Xleather helmetX, tearing the muscles and fracturing the brain, and sending the severed part flying in an arc
An artery has been torn!
The elf thrower loses hold of the +spiked ball+

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Boltgun** on **December 17, 2014, 04:05:51 am**

Quote from: Taupe on December 16, 2014, 10:29:13 pm

Ugh, i just imagined a text-based version of bloodbowl.

The dwarf blitzer blocks the elf thrower in the head with his iron helmet, bruising the skin trough the Xleather helmetX, tearing the muscles and fracturing the brain, and sending the severed part flying in an arc
An artery has been torn!
The elf thrower loses hold of the +spiked ball+

This reminds me of a turn based rugby game I played back in windows 3.1. You got to pick actions such as runnning, throws etc. and had a line meter showing the position of the ball in the field, good stuff.

Back on the subject. How the timing should go? Will we take a year whenever we want or we'll try to synchronise our turns?

Spoiler (click to show/hide)
Germans users often send me the most minor bug reports ever. I can't compete with that much attention to rules and details.

Title: **Re: ☼Battle of the 8 Armies☼ - Masterwork mod story fort idea**
Post by: **Meph** on **December 17, 2014, 06:04:42 pm**

I'll write up something nice with rules today/tomorrow.

I'd say that people play simultaneously, and once each race has 1 year done I make a major post and compare. If one race gets too far ahead, I'll call in a break.

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **Meph** on **December 18, 2014, 03:22:08 am**

Rules and intro is up. Now we need players, and a embark location. Any requests for the map? Flat, hilly? Easy, hard? Ocean, river, lake, desert?

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **than402** on **December 18, 2014, 03:25:23 am**

I would like the warlocks. As for the map... How about a flat, non evil woodland with a river?

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **Boltgun** on **December 18, 2014, 03:32:50 am**

I'll pick Gnomes. I'll have no idea what to do and probably turn my citizens into tables, I cannot wait.

As for the map, let's find a wild woodland by the sea. That would be a good mix of every ressources available, including clay and sand, and dangers.

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **Meph** on **December 18, 2014, 03:34:26 am**

Ok, added you two.

Woodland and water. I'd add my vote for a river, not the ocean, because freshwater is better than saltwater, and it leaves more space for surface civs (humans/kobolds) to build. Ocean animals also often spawn far out and play no role in combat or hunting, limiting resources for Warlocks.

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **than402** on **December 18, 2014, 03:37:03 am**

Not to mention ocean also includes aquifers

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **Meph** on **December 18, 2014, 03:39:51 am**

Mod defaults are No-Aquifer, so I think we are safe from that. ;)

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **Meph** on **December 18, 2014, 03:45:46 am**

Gamerlord added for Orcs. We got 4 races left: Dwarves, Humans, Kobolds and the Hermit.

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **Taupe** on **December 18, 2014, 03:50:01 am**

Wait, i though I would get the warlocks...?

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **than402** on **December 18, 2014, 03:51:49 am**

you can have them if you want to play the warlocks. i will take the humans.

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **Timeless Bob** on **December 18, 2014, 03:57:33 am**

What the heck - I'll take the Dwarves. Also, I'd like to request no starting resources as part of the embark - just the three pieces of wood we get from the wagon and whatever bones/meat we get from the wagon-beasts to start out.

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **Meph** on **December 18, 2014, 03:59:59 am**

Taupe: Sorry, I read that " I might join, depending on the schedule, and how long you plan to let this project run." as a maybe. If you want the Warlocks, you can have them, but they are pretty tricky to play. I'd download the mod and have a look at them first. They shine in evil regions and anything full of undeads, but are rather hard in the long run.

If than402 is willing to change, you best decided for yourself. Like I said, I'd recommend downloading the mod and looking at the readmes for the different races. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **than402** on **December 18, 2014, 04:01:54 am**

i have no problem at all with changing to humans. i wanted to try them out anyway.

Title: **Re: ☼Battle of the 8 Armies☼ - Players wanted!**
Post by: **Meph** on **December 18, 2014, 04:02:04 am**

Quote from: Timeless Bob on December 18, 2014, 03:57:33 am
What the heck - I'll take the Dwarves. Also, I'd like to request no starting resources as part of the embark - just the three pieces of wood we get from the wagon and whatever bones/meat we get from the wagon-beasts to start out.

:O

The Hermit would pretty much die to any wildlife nearby and go insane from "no clothing", because he starts without any.

Title: **Re: ☼Battle of the 8 Armies☼ - Kobold & Hermit Players wanted!**
Post by: **qorthos** on **December 18, 2014, 12:06:33 pm**

Would it be possible to allow multiple independent players for a race? I'd really like to get in this :)

Title: **Re: ☼Battle of the 8 Armies☼ - Kobold & Hermit Players wanted!**
Post by: **Bigheaded** on **December 18, 2014, 01:00:14 pm**

The first post mentioned that we can have doubles of a few races. Aim was to have a minimum of 1 of each race.

Would be nice to have a second of some of the more different ones such as gnomes/warlocks/hermit or even orc.

Title: **Re: ☼Battle of the 8 Armies☼ - Kobold & Hermit Players wanted!**
Post by: **Timeless Bob** on **December 18, 2014, 01:22:11 pm**

We could double the races, or just do a round-robin for people wanting to take turns for each race - eight waiting lists for turns, rather than one huge one, for instance...

Title: **Re: ☼Battle of the 8 Armies☼ - Kobold & Hermit Players wanted!**
Post by: **Meph** on **December 18, 2014, 02:39:23 pm**

Quote from: Bigheaded on December 18, 2014, 01:00:14 pm

The first post mentioned that we can have doubles of a few races. Aim was to have a minimum of 1 of each race.

Would be nice to have a second of some of the more different ones such as gnomes/warlocks/hermit or even orc.

No. First post says that one player can play multiple times. ;)

Yes, the first years are taken... but with 150FPS one ingame year is over in 2 hours. All of you can still join, you just have to let me know which race you want to play. Slots for Year 1 are filled, but you'll take over the fort in Year 2. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Kobold & Hermit Players wanted!**
Post by: **Meph** on **December 18, 2014, 02:41:16 pm**

Updated the first post, all races have a player for the first year now.

zach123b and qorthos, you are the first one in line for year 2. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Kobold & Hermit Players wanted!**
Post by: **qorthos** on **December 18, 2014, 03:14:56 pm**

Gambling Succession fort? I'm in! I'll take the dwarfs, plz.

Title: **Re: ☼Battle of the 8 Armies☼ - Kobold & Hermit Players wanted!**
Post by: **Bigheaded** on **December 18, 2014, 03:45:15 pm**

I'll take the least wanted race for a year 2. ;)

I'll suggest warlock/kobold for now, but able to switch it up if someone would like to give em a try.

Year 1 i find is too standard anyhow, so pleased i can grab a year 2 spot :P

Title: **Re: ☼Battle of the 8 Armies☼ - Soon to begin.**
Post by: **Meph** on **December 18, 2014, 06:56:02 pm**

I got the update in a state that I'm ok with a release. So have a look, let me know what you think... because this is the version we will be using for the forts. :)

I'll get the worldgen and starting location tomorrow. I'll embark first and show exactly where it is on the map, that way you can embark yourself, with items and skills to your liking.

Title: **Re: ☼Battle of the 8 Armies☼ - Soon to begin.**
Post by: **vjmdhzgr** on **December 18, 2014, 07:43:28 pm**

I think I'd like to be the hermit for year 2.

Title: **Re: ☼Battle of the 8 Armies☼ - Soon to begin.**
Post by: **Cptn Kaladin Anrizlokum** on **December 18, 2014, 10:30:22 pm**

Ptw

Title: **Re: ☼Battle of the 8 Armies☼ - Soon to begin.**
Post by: **zach123b** on **December 19, 2014, 12:03:56 am**

i'll take dwarf>succubus>kobold>warlock, im terrible with military hehe

i just hope i can play before monday :3

Title: **Re: ☼Battle of the 8 Armies☼ - Soon to begin.**
Post by: **Meph** on **December 19, 2014, 12:14:38 pm**

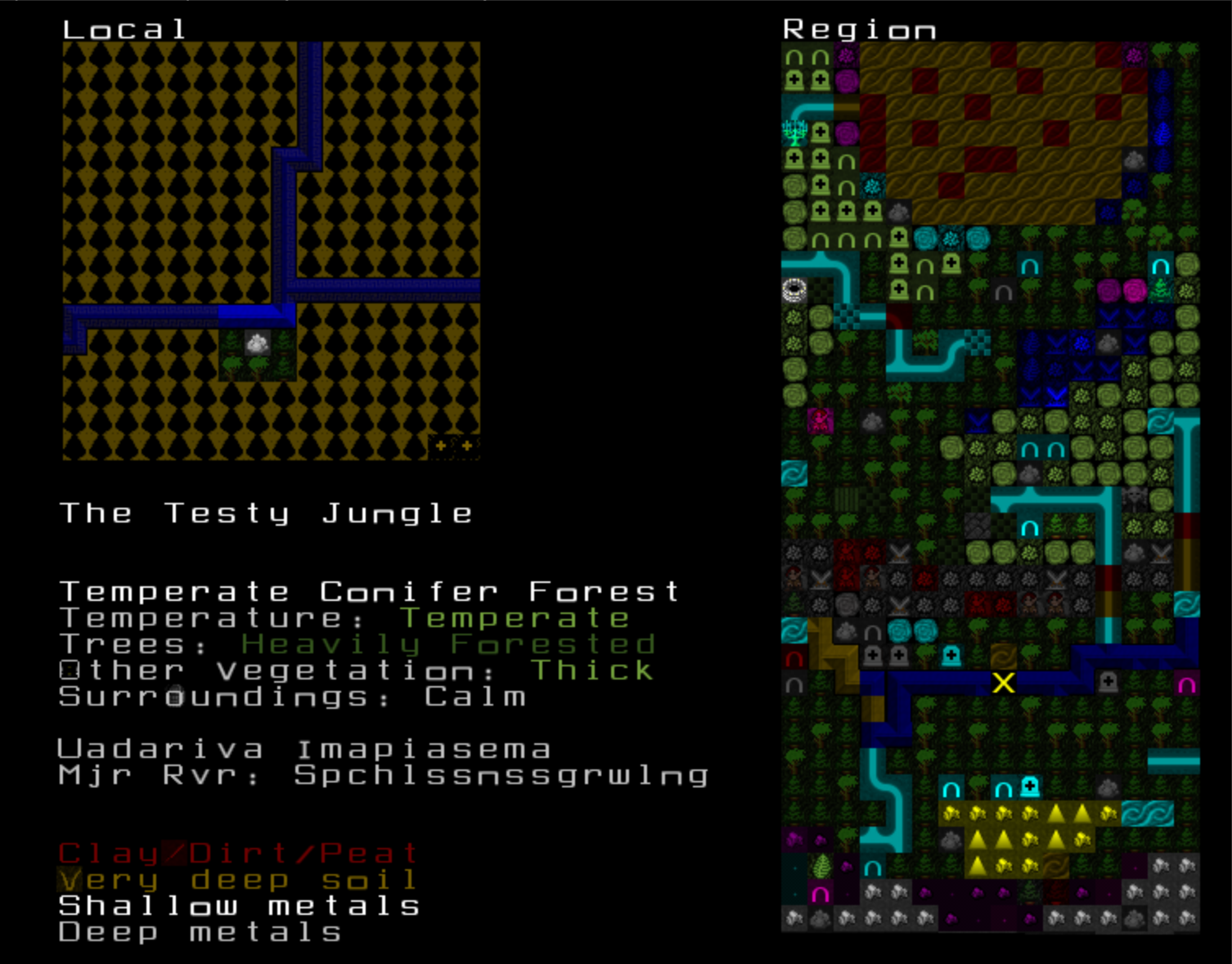
Sure thing, I'll start the world in an hour or so. I'll add everyone to the second year too. :) I was mostly waiting for more suggestions on starting location, but I think a woodland with river it will be. Nothing out of the ordinary. Maybe a cave...

Title: **Re: ☼Battle of the 8 Armies☼ - Soon to begin.**
Post by: **than402** on **December 19, 2014, 12:16:01 pm**

maybe also raise the mineral frequency a bit

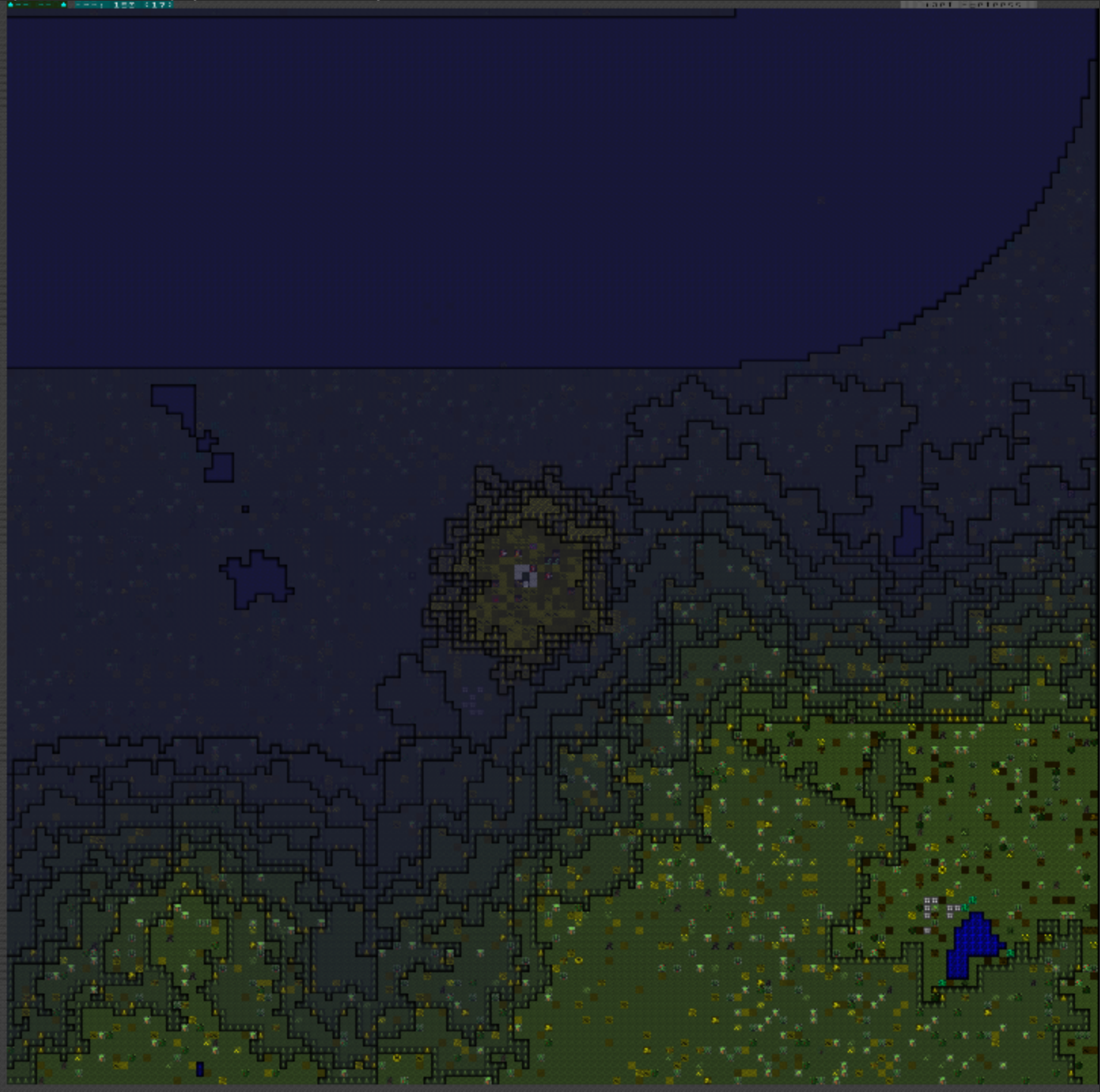
☼The Embark Location☼

Spoiler: Worldmap with X (click to show/hide)



As suggested we start in a standard woodland area with a river, heavily forested, thick vegetation, calm. With a cave, an early shelter for Kobolds or a Hermit. Mineral frequency raised from 400 to 200.

Spoiler: Local Map (click to show/hide)



The center of the map contains a cave, you will most likely embark near, on top or in it. The lower section of the map contains a hill with a flat roof. I made sure that it is not higher than 15 levels, this way we can see all z-levels with Twbt. The upper section is filled with a major river, a perfect place for drowning traps or mega-projects. Not the tiny 1-tile ledge at the north, creatures can spawn there, so you might want a bridge at some point.

Spoiler: History of the World, 30 years old (click to show/hide)

Quote

The UMBER Confederacy, Gnomes
Worship List
Gordun, deity: mist, rulership
Divagineb the Airy Fortunes, deity: luck, the sky
Nonoten, deity: coasts, revenge
Verdun, deity: oceans
An, deity: deformity
Dandgan Generaldreamed, deity: lies, treachery, trickery, duty
Lunava, deity: nightmares, the night
king List

- Sordam Yearrobustness (b.? d. 9, Reign Began: 1), * Original Line, Married (d. 😊)

1 Child (out-lived) -- Ages at death: (d. 😊)
Worshipped An (84%)

- Ofetha (b.? d. 7, Reign Began: 1), * New Line, Never Married

No Children

- Modandgar (b.?, Reign Began: 7), * New Line, Never Married

No Children

The Cursed Cavern, Drows
Worship List
Cuthobe the Rocks of Mining, deity: caverns, earth
Ule the Thunderous Saviors, deity: chaos, war
Ome, deity: death
Umo, deity: lust
Vofe, deity: victory
Obumu Webbedmists the Abyssal Puzzle of Cloaks, deity: darkness, the night
grand matriarch List

- Melucu Doomheal (b.?, Reign Began: 1), * Original Line, Never Married

No Children
Worships Ome (94%)
high matriarch List

- Buretho Terrifydecisive (b.?, Reign Began: 1), * Original Line, Married

4 Children -- Ages: 10 9 4 2
Worships Umo (14%)
high priestess List

- Yetune Plandevils (b.? d. 13, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Umo (94%)

- Slevuno Blackhigh (b.?, Reign Began: 14), * New Line, Never Married

No Children
Worships Ome (6%)

priestess List
The Brass of Shrieking, Hermit
Worship List
Istrath the Golden Treasures, deity: wealth
Usen the Bulwark of Searching, deity: charity, sacrifice, generosity
Egstak, deity: chaos, war, victory
Ad, deity: silence
Rab Brightsafron, deity: the dawn
Gasis Figureconstructs, deity: crafts, boundaries
Ber Snarlseason, deity: fish, dusk
The Affectionate Pelt, Elves
Worship List
Vulo Dreamyshadowed, deity: mist
Ome Phantomdeaths, deity: suicide
Aco Fiendishperplexes, deity: treachery
Cera, deity: strength, the moon, the night
Aditha Swamwaves, deity: rivers
druid of the circle List

- Ecafe Bolddell (b.?, Reign Began: 1), * Original Line, Never Married

No Children
Worships Ome Phantomdeaths (100%)

- Alino Streamrelic (b.?, Reign Began: 13), * New Line, Married (d. 9)

1 Child -- Ages: 21
Worships Aditha Swamwaves (34%)
princess of gil galath List

- Imimi Labortalons (b.?, Reign Began: 1), * Original Line, Never Married

No Children
Worships Vulo Dreamyshadowed (51%)

- Ile Rackbewilderment (b.?, Reign Began: 18), * New Line, Never Married

No Children
Worships Ome Phantomdeaths (74%)
queen of the forest List

- Themiyi Stonedipped (b.? d. 17, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Ome Phantomdeaths (99%)

- Imimi Labortalons (b.?, Reign Began: 18), * New Line, Never Married

No Children
Worships Vulo Dreamyshadowed (51%)

The Stolen Evil, Automatons
droid List

- Duul Cloudtorment (b.? d. 1, Reign Began: 1), * Original Line, Never Married

No Children

- Ferfab Fangtemptations (b.? d. 3, Reign Began: 2), * New Line, Never Married

No Children

- Inprobus Malignantbreathe (b.? d. 14, Reign Began: 4), * New Line, Never Married

No Children

- Hríšný Brushseduces (b.? d. 20, Reign Began: 15), * New Line, Never Married

No Children

- Misidilus Yellthief (b.?, Reign Began: 21), * New Line, Never Married

No Children
prototype List

- Belok Poisonfights (b.? d. 1, Reign Began: 1), * Original Line, Never Married

No Children

- Amemiz Wailingspiders (b.? d. 3, Reign Began: 2), * New Line, Never Married

No Children

- Cacanve Hellishsquirming (b.? d. 13, Reign Began: 4), * New Line, Never Married

No Children

- Lunan Pitchedincests (b.? d. 13, Reign Began: 9), * New Line, Never Married

No Children

- Lural Seducedweller (b.13 d. 14, Reign Began: 14), * New Line, Never Married

No Children

- Lozh Shockingwraith (b.?, Reign Began: 15), * New Line, Never Married

No Children
father of the machines List

- Song Wickednesscovered (b.? d. 1, Reign Began: 1), * Original Line, Never Married

No Children

- Nobethe Seducedpresent (b.? d. 3, Reign Began: 2), * New Line, Never Married

No Children

- Hera Nightmareautumnal (b.? d. 8, Reign Began: 4), * New Line, Never Married

No Children

- Cacanve Hellishsquirming (b.? d. 13, Reign Began: 9), * New Line, Never Married

No Children

- Sakaali Ballmonstrous (b.12 d. 14, Reign Began: 14), * New Line, Never Married

No Children

- Nuwetho Tuskhexxed (b.?, Reign Began: 15), * New Line, Never Married

No Children
The Spider of Hungers, Orcs
Worship List
Naash Flyfights, deity: war
Matuur Clobberedbuck the Seasonal Adventures, deity: valor, twilight, the dawn, the sun, nature, the rain, rainbows
Horguurz, deity: freedom
Krimbuut Lashedboot the Evisceration of Talons, deity: revenge
Gluurbai, deity: luck
Bologh, deity: mountains, longevity, youth
Dugdudf Compassionvirtuous, deity: loyalty
Udugdu Crabsplashes, deity: lakes
Aza Considerationfortresses, deity: justice
Dughaak, deity: victory
Ugbugh Masterfulglorious, deity: thralldom
Albagra Steelsoaring, deity: thunder
great clanfather List

- Latuul Doomreigns (b.? d. 1, Reign Began: 1), * Original Line, Married (d. 1)

No Children
Worshipped Naash Flyfights (64%)

- Srithmog Blightedscorn (b.? d. 2, Reign Began: 2), * New Line, Never Married

No Children
Worshipped Albagra Steelsoaring (42%)

- Srithmog Liedspires (b.? d. 23, Reign Began: 3), * New Line, Married (d. 23)

5 Children (out-lived 2 of them) -- Ages at death: 19 (d. 6) (d. 20) 12 5
Worshipped Naash Flyfights (95%)

- Duul Lunartemptations (b.? d. 24, Reign Began: 24), * New Line, Married (d. 24)

No Children
Worshipped Albagra Steelsoaring (20%)

- Krimbur Blightedfeared (b.? d. 25, Reign Began: 25), * New Line, Never Married

No Children
Worshipped Ugbugh Masterfulglorious (38%)

- Hoshnazg Wadseductions (b.? d. 26, Reign Began: 26), * New Line, Married (d. 26)

No Children
Worshipped Bologh (47%)

- Agrat Barbarityflared (b.? d. 27, Reign Began: 27), * New Line, Never Married

No Children
Worshipped Bologh (36%)

- Srithmog Sinnedmunch (b.2 d. 28, Reign Began: 28), * New Line, Married (d. 28)

No Children
Worshipped Dugduf Compassionvirtuous (41%)

- Burzump Disloyalincontinent (b.? d. 29, Reign Began: 29), * New Line, Married (d. 29)

No Children
Worshipped Naash Flyfights (90%)

- Bugh Hoistedseduce (b.2, Reign Began: 30), * New Line, Never Married

No Children
Worships Bologh (96%)
The Tempest of Climax, Centaurs
Worship List
Darethefe, deity: mountains
Gemawiri, deity: happiness, revelry, song, poetry, fertility
Uyi the Buzzards of Greasing, deity: blight
Odama Scholarlyinsightful, deity: scholarship, wisdom
Pubawe Flukedplayed, deity: games, luck
Ethare, deity: nature
Moca the Kingly Flags, deity: rulership
Uwemathi Glowshaded, deity: the moon
under-kahn List

- Deci Muscledrank (b.? d. 1, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Ethare (73%)

- Nimetha Sparklefancied (b.?, Reign Began: 2), * New Line, Married

6 Children -- Ages: 9 8 7 6 4 3
Worships Gemawiri (7%)
kahn List

- Uucoru Squidpowers (b.?, Reign Began: 1), * Original Line, Married (d. 29)

11 Children -- Ages: 28 27 26 25 24 23 15 14 5 2 1
Worships Uwemathi Glowshaded (72%)
The Hill of Tulips, Nagas
Worship List
Barat the Rainy Ripeness, deity: fertility, food, agriculture
Izroc, deity: blight, death
Carminegolden, deity: jewels
Hob the Fiendish Jackals, deity: torture
Ipmuli the Yawning Heather, deity: silence
Puvus Mostdirect the Bejeweled Top, deity: strength, depravity, lust
shaman List

- Lom Snakepuzzling (b.?, Reign Began: 1), * Original Line, Never Married

No Children
Worships Ipmuli the Yawning Heather (80%)
high patriarch List

- Icas Motherlyarmored the Angelic Greed of Climate (b.?, Reign Began: 1), * Original Line, Never Married

No Children
Worships Izroc (84%)

- Framrus Wingedtruss (b.?, Reign Began: 28), * New Line, Never Married

No Children
Worships Izroc (6%)
prophet of the gods List

- Andunpi Riddlewhiskered (b.? d. 27, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Ipmuli the Yawning Heather (24%)

- Icas Motherlyarmored the Angelic Greed of Climate (b.?, Reign Began: 28), * New Line, Never Married

No Children
Worships Izroc (84%)
The Barbarities of Earth, Frost giant
Worship List
Aita Crazinessignited the Influence of Armors, deity: victory, war, fortresses
Tunneli the Hole of Lasting, deity: darkness, the night, the stars
Pida the Fence of Barricades, deity: oaths, laws, justice
Vaikuttaja, deity: strength, fertility
Sade Climaxedstands, deity: the sun
Epavarma, deity: luck
Pilkahdus the Glistening Glitter of Dawns, deity: day
titan List

- Uhka Mouldtorment (b.?, Reign Began: 1), * Original Line, Married

5 Children -- Ages: 13 12 10 9 4
Worships Vaikuttaja (92%)

- Inemamiss Steamedentanglement (b.? d. 24, Reign Began: 1), * New Line, Never Married

No Children
<div><ul style="list-style-type: none">Mehe the Bristly Champion (b.?, Reign Began: 24), * New Line, Never Married</div>
No Children
The Teal Murder, Warlocks
Worship List
Nejm, deity: dusk, twilight, the dawn, the sun
Smaha, deity: fate
Khateb, deity: lust
Asen, deity: blight, disease, death, rebirth, creation, birth
Watheu Questmeteor, deity: persuasion
Uebd, deity: dreams, nightmares
Alhers, deity: sacrifice, charity
Hejwem, deity: misery, torture, chaos, war
Sferaha Muckfroth the Canker of Exaltation, deity: depravity, rulership
Krahey, deity: murder
Debab, deity: mist
Ter, deity: rumors, fame
Faf Weruey the Obscure Mirror of Rumors, deity: darkness, the night
Jneral, deity: thralldom
Sef Siegevolcanic, deity: revenge
Ueyh Itchedmucks, deity: deformity
Shr the Visionary Memories, deity: writing, scholarship, wisdom, suicide
Sebwert Queenlygodly, deity: victory, treachery, lies
Khelt, deity: trickery, the moon, the sky
master sorcerer List
<div><ul style="list-style-type: none">Ueyh Wonderharsh (b.? d. 2, Reign Began: 1), * Original Line, Never Married</div>
No Children
Worshipped Sef Siegevolcanic (86%)
<div><ul style="list-style-type: none">Tezfor Mellowblots (b.? d. 27, Reign Began: 1), * New Line, Never Married</div>
No Children
<div><ul style="list-style-type: none">Whip (b.?, Reign Began: 27), * New Line, Never Married</div>
No Children
The Melting Gullies, Kobolds
Worship List
Beneld Howlpack the Natural Clearing of Lilacs, deity: food, agriculture
Shanenty the Misty Twig of Nuts, deity: hunting
Shinena, deity: nature
Shini Oarspring the Flaxen Pines, deity: fishing
Hanono, deity: crafts, labor
Cheneld the Masterful Sheens, deity: caverns, jewels, minerals, metals, fire, the sun
chieftain List
<div><ul style="list-style-type: none">Shanty Pondercombination (b.? d. 8, Reign Began: 1), * Original Line, Married (d. 🤘)</div>
4 Children -- Ages at death: 6 5 3 1
Worshipped Shinena (41%)
<div><ul style="list-style-type: none">Hibons Wildnessrotted (b.3 d. 26, Reign Began: 9), Inherited from father, Married (d. 23)</div>
3 Children -- Ages at death: 15 12 10
Worshipped Shanenty the Misty Twig of Nuts (66%)
<div><ul style="list-style-type: none">Shinins Imageglided (b.14, Reign Began: 26), Inherited from father, Married</div>
1 Child -- Ages: 14
The Fed Hug, Succubi
Worship List
Cacanve the Hellish Thieves, deity: lies
Geurgole the Delightful Joy, deity: revelry
Esudalire the Scribe of Ensorceling, deity: art
Elesmoluce Circumstancesizzles, deity: gambling, fire
Diablice SweatySins the Profane Vomit, deity: lust, depravity
Esousaricixe Pregnancyplayed, deity: beauty, fertility
Midaceri, deity: love
Milil, deity: the weather
Maleduth, deity: blight, disease, deformity
Loucidilessus, deity: balance
Orile Bannerglory the Royal Standard, deity: longevity, duty
Monarch List
<div><ul style="list-style-type: none">Gerath Motheredhateful (b.?, Reign Began: 1), * Original Line, Never Married</div>
No Children
Worships Loucidilessus (90%)
<div><ul style="list-style-type: none">Ile Affectionbodices (b.?, Reign Began: 1), * New Line, Never Married</div>
No Children
Priestress List
<div><ul style="list-style-type: none">Beliathi Labyrinthineredness (b.? d. 10, Reign Began: 1), * Original Line, Never Married</div>
No Children
Worshipped Elesmoluce Circumstancesizzles (13%)
<div><ul style="list-style-type: none">Beliathi Brutecrowd (b.?, Reign Began: 11), * New Line, Never Married</div>
No Children
Worships Milil (6%)
The Infamous Barbarity, Goblins
Worship List
Kusun the Messiahs of Specking, deity: thralldom, children
Kabu the Typhoons of Splattering, deity: revenge
Zos, deity: happiness, revelry
Kuxngul, deity: scholarship, wisdom
Stosbub Unremarkablehomages the Spidery Flanks, deity: jealousy
Ereg Siennaspire, deity: metals
master List
<div><ul style="list-style-type: none">Khendeq (b.? d. 1, Reign Began: 1), * Original Line, Never Married</div>
No Children
<div><ul style="list-style-type: none">Kuori (b.?, Reign Began: 1), * New Line, Never Married</div>

No Children
The Ticking Kingdoms, Humans
Worship List
Mido the Responsibility of Warding, deity: justice
Nushrat, deity: oaths, murder, death
Rislu the Fighting Assaults, deity: nightmares, the night
Ithbi the Secretive Dreams, deity: dusk, twilight
Lasiv, deity: painting
Pessal, deity: strength
Testri Plaguedkiss, deity: lust, depravity
Ica Powerfulferocious, deity: victory, war, chaos
Keth, deity: trees, the rain
Spugac Tribedrummed the Juice of Caves, deity: muck
Pibang the Singing Oracles, deity: inspiration, poetry
king List

- Obol Sealcombat (b.? d. 8, Reign Began: 1), * Original Line, Married (d. 11)

4 Children (out-lived 2 of them) -- Ages at death: (d. 3) 5 (d. 6) 1
Worshipped Keth (65%)

- Lazsp Whispershelters the Drab Mornings (b.?, Reign Began: 1), * New Line, Never Married

No Children
The Queenly Short-Ram, Banshees
Worship List
Dushutuk, deity: nature, truth
Natum, deity: darkness, the night, nightmares, dreams
Ikalak, deity: revenge
Bitun Wondrousfragrances, deity: music
Ilur, deity: death, suicide
Gakan the Dead Buttocks, deity: disease, blight
Phan Soakedshore, deity: water
Phish Famethrones, deity: rumors, fame
Gitarzum Bristlyplayed the Cerulean Champions, deity: the sky, the wind
master List

- Osman (b.? d. 8, Reign Began: 1), * Original Line, Never Married

No Children

- Fury Drilledfierceness (b.?, Reign Began: 😊, * New Line, Never Married

No Children
The Lute of Lessons, Werewolves
Worship List
Aurunkatu, deity: marriage, darkness
Wordown Treatysmith, deity: pregnancy, creation, crafts
Liberdu, deity: poetry
Orripo Housedcinnamon, deity: hospitality
Ohasen Fortuitousfrilly the Beloved Saffron, deity: dance
Akurreko, deity: wisdom
Inkaldetu, deity: oceans, lakes
Garrika, deity: fate
leader of the hunt List

- Euru Adoredbrides (b.? d. 2, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Aurunkatu (69%)

- Girest Moistnesslather (b.? d. 8, Reign Began: 3), * New Line, Never Married

No Children
Worshipped Wordown Treatysmith (13%)

- Lik Oldbuck (b.?, Reign Began: 9), * New Line, Married

1 Child -- Ages: 1
Worships Aurunkatu (40%)

pack leader List

- Dweldu Spreadsnarl (b.? d. 8, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Garrika (5%)

- Xatu Oakensteam (b.?, Reign Began: 9), * New Line, Never Married

No Children
Worships Ohasen Fortuitousfrilly the Beloved Saffron (63%)

The Even Islands, Nagas
Worship List
Sondib Silvermined, deity: jewels
Pebegec Assaultstorms, deity: victory, war
Iperosit, deity: travelers
Jerhundi Nailedlash the Strifeful Hurricane, deity: revenge
Vit, deity: painting, inspiration, poetry, persuasion
Fendvos, deity: mountains, caverns, earth, birth
Athror, deity: the wind, the sky, rainbows, light, the sun, day
shaman List

- Acab Quiescentdawned (b.?, Reign Began: 1), * Original Line, Never Married

No Children
Worships Athror (31%)

high patriarch List

- Spalu Luxuriouscuriosity (b.? d. 1, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Iperosit (99%)

- Alorig Cherishlathered (b.?, Reign Began: 2), * New Line, Never Married

No Children
Worships Athror (100%)

prophet of the gods List

- Ozuli Blanketrocks (b.?, Reign Began: 1), * Original Line, Never Married

No Children

Worships Athror (100%)
The Curses of Creepiness, Frost giant
Worship List
Piikki, deity: victory, war, valor
Haamu, deity: darkness, the night, nightmares, dreams
Torni the Certain Gate of Nourishing, deity: oaths
Hallinta the Controller of Goals, deity: strength
Solki, deity: family, birth
Varas, deity: torture
Danceblossomed the Mazelike Droplet, deity: mist, dance
Pusu Incensewispy the Fabulous Frill, deity: love, the stars, the sky
Roihu the Torrid Flames of Torching, deity: volcanos
Kanjoni, deity: crafts, metals, minerals
titan List

- Piru Wetdoomed (b.? d. 5, Reign Began: 1), * Original Line, Married

1 Child -- Ages at death: 0
Worshipped Pusu Incensewispy the Fabulous Frill (94%)

- Lest (b.? d. 5, Reign Began: 1), * New Line, Never Married

No Children

- Yashchik Raincreature the Disemboweler of Organs (b.? d. 6, Reign Began: 5), * New Line, Never Married

No Children

- Gilafi Stilloceanic (b.?, Reign Began: 6), * New Line, Never Married

No Children

The Velvety Incests, Succubi
Worship List
Pedice, deity: fire
Eralecice Bewildermentrings the Velvets of Sweetness, deity: music, dance
Loulivas the Couple of Drums, deity: lust
Cilovindirge the Wild Responsibilities, deity: revelry, happiness
Larirme, deity: depravity, lies
Lave Scribecelebration, deity: painting, inspiration, poetry, song, festivals
Esole, deity: beauty
Alilis, deity: fertility, food, agriculture
Andilunveure, deity: gambling
Midaceri Frillyincense the Youthful Periwinkle, deity: love, pregnancy
Monarch List

- Pisodirire Brushterrifies (b.?, Reign Began: 1), * Original Line, Never Married

No Children
Worships Esole (19%)

- Rodovu Allegiancehustling (b.? d. 27, Reign Began: 1), * New Line, Never Married

No Children

- Stick Unremarkablefighting the Impurity of Strategies (b.?, Reign Began: 27), * New Line, Never Married

No Children

Priestress List

- Pasumir Lieddim (b.? d. 2, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Eralecice Bewildermentrings the Velvets of Sweetness (59%)

- Geudol Mushroomhex (b.? d. 6, Reign Began: 3), * New Line, Never Married

No Children
Worshipped Esole (36%)

- Geure Outragenarrow (b.?, Reign Began: 7), * New Line, Never Married

No Children
Worships Larirme (33%)

The Matched Sling, Warlocks
Worship List
Rbat, deity: wisdom, scholarship, writing, poetry, persuasion
Zelam Shadowedshades the Umbral Twilights, deity: the night
Nhet the Confusion of Avalanches, deity: the moon, the sky, the wind
Tetwej, deity: rumors, fame
Ued, deity: dusk, twilight
Nesr, deity: disease, death
Shay, deity: dreams
Dmagh, deity: revenge, rulership
Hal Seerpoisoned the Wispy Thief, deity: treachery, trickery, lies
Weyb Labyrinthknotted the Mystery of Quandary, deity: mist
Weuh, deity: deformity
Sewha, deity: misery, torture, nightmares
Kedheb Sinbone, deity: murder
Sar, deity: sacrifice, charity, generosity, chaos
Shebh, deity: suicide
Alhems Occultshadow the Dreams of Whispering, deity: darkness
Ueyh the Hoary Incest, deity: depravity, lust
Madey the Legends of Oracle, deity: fate
Yebs Euwen, deity: blight
Asef, deity: victory, war
They the Morsels of Lowness, deity: thralldom, minerals, metals, fire, volcanos, mountains
master sorcerer List

- Kelm Cursedhustles (b.? d. 2, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Rbat (77%)

- Shanu Saggedgullied the Poisoned Tower of Haunting (b.? d. 2, Reign Began: 1), * New Line, Never Married

No Children

- Stradaniya Hipliberate (b.?, Reign Began: 2), * New Line, Never Married

No Children

The Yawning Union, Humans
Worship List
Atac, deity: depravity
Gujeg Sabletunnels, deity: the night

Zostra, deity: balance
Imec the Spongy Mule, deity: family, birth, pregnancy, creation
Theni the Recreation of Luxuries, deity: games, luck, gambling
Ume the Autumnal Gill, deity: rivers, oceans, coasts, lakes, fish
Luto Treasurefortunes, deity: wealth
king List

- Ehil Stabbedseizure (b.? d. 1, Reign Began: 1), * Original Line, Married (d. 1)

No Children
Worshipped Luto Treasurefortunes (89%)

- Khar Sprybuckled (b.?, Reign Began: 1), * New Line, Never Married

No Children
The Virginal Spider, Automatons
droid List

- Athara Dreadprestige (b.? d. 2, Reign Began: 1), * Original Line, Never Married

No Children

- Slevina Lonelinesscurses (b.? d. 3, Reign Began: 3), * New Line, Never Married

No Children

- Immorality Doomdimensions (b.? d. 21, Reign Began: 4), * New Line, Never Married

No Children

- Alu Muddledblack (b.?, Reign Began: 22), * New Line, Never Married

No Children
prototype List

- Ikik Finevils (b.? d. 2, Reign Began: 1), * Original Line, Never Married

No Children

- Hruza Plaguewarm the Strange Drills (b.? d. 3, Reign Began: 3), * New Line, Never Married

No Children

- Nosoro Tormentclimaxed the Odorous Lessons (b.?, Reign Began: 4), * New Line, Never Married

No Children
father of the machines List

- Acuamire Fiendishtwilight (b.? d. 2, Reign Began: 1), * Original Line, Never Married

No Children

- Othri Clawdemonic the Bristly Morality (b.?, Reign Began: 3), * New Line, Married (d. 😊)

No Children
The Buckled Kingdom, Gnomes
Worship List
Dagud Straytoasted the Chocolate Sponge, deity: hospitality
Galgorash, deity: children, family
Noscapp, deity: muck
Dumssa, deity: trade, wealth, jewels, fertility, agriculture, food
Lunavagin, deity: lies
Ber Primeextrication, deity: freedom, rulership
Galgodar the Mossy Gulf, deity: the seasons
Grun, deity: volcanos, earth
Pardangorn, deity: order
king List

- Stagearuti Machineenjoyment (b.? d. 1, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Galgorash (93%)

- Merges (b.?, Reign Began: 1), * New Line, Never Married

No Children
The Poem of Combats, Werewolves
Worship List
Jitsil Staffwall the Grains of Cake, deity: crafts, labor
Txana Bewildermentgloss the Pregnant Poem of Queens, deity: song, poetry
Mozka Hiddencontained, deity: rivers, oceans, lakes, fish, justice, laws, order, duty
Jitatu Knightculminates, deity: longevity, youth
Dei the Gleaming Wildness, deity: lightning, storms, truth
Olil, deity: chaos, war
Off, deity: games
leader of the hunt List

- Satziloju Fountainawns (b.?, Reign Began: 1), * Original Line, Never Married

No Children
Worships Off (46%)
pack leader List

- Mezutza Distantnsnarled (b.?, Reign Began: 1), * Original Line, Never Married

No Children
Worships Txana Bewildermentgloss the Pregnant Poem of Queens (25%)
The Harmonious Poems, Centaurs
Worship List
Neyi Periwinklevenerate, deity: fate, beauty, art
Adala, deity: dusk
Zelasaga, deity: the dawn, the sun
Wumothi, deity: agriculture, the rain
Vuthice Shoreclams the Beached Waters, deity: deformity, the seasons
under-kahn List

- Rarare Amethystskunked (b.? d. 1, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Neyi Periwinklevenerate (47%)

- Bovene Scenariomusics (b.? d. 2, Reign Began: 2), * New Line, Never Married

No Children
Worshipped Neyi Periwinklevenerate (76%)

- Pame Thundertouches (b.? d. 24, Reign Began: 3), * New Line, Never Married

No Children
Worshipped Vuthice Shoreclams the Beached Waters (5%)

- Ananelere Boaryellowed (b.? d. 25, Reign Began: 25), * New Line, Never Married

No Children
Worshipped Zelasaga (62%)

- Awa Lividsquids (b.? d. 26, Reign Began: 26), * New Line, Never Married

No Children
Worshipped Adala (47%)

- Aquile Prairieflaming (b.? d. 27, Reign Began: 27), * New Line, Never Married

No Children
Worshipped Vuthice Shoreclams the Beached Waters (63%)

- Anopopola Glimmeredroared (b.? d. 28, Reign Began: 28), * New Line, Never Married

No Children
Worshipped Neyi Periwinklevenerate (40%)

- Cececovi Crewfur (b.? d. 29, Reign Began: 29), * New Line, Never Married

No Children
Worshipped Adala (56%)

- Aquile Horrorprairies (b.?, Reign Began: 30), * New Line, Never Married

No Children
Worships Neyi Periwinklevenerate (93%)
kahn List

- Ufatha Flightquest (b.? d. 1, Reign Began: 1), * Original Line, Never Married

No Children
Worshipped Zelasaga (66%)

- Kare Callhail (b.? d. 7, Reign Began: 2), * New Line, Never Married

No Children
Worshipped Wumothi (70%)

- Ciyi Glitterydied (b.? d. 24, Reign Began: 😏, * New Line, Never Married

No Children
Worshipped Neyi Periwinklevenerate (99%)

- Puthepa Scintillatedtoe (b.? d. 25, Reign Began: 25), * New Line, Never Married

No Children
Worshipped Neyi Periwinklevenerate (55%)

- Irana Tealfur (b.? d. 26, Reign Began: 26), * New Line, Never Married

No Children
Worshipped Neyi Periwinklevenerate (100%)

- Edi Fistswamp (b.? d. 27, Reign Began: 27), * New Line, Never Married

No Children
Worshipped Neyi Periwinklevenerate (100%)

- Wetha Laconicpregnant (b.? d. 28, Reign Began: 28), * New Line, Never Married

No Children
Worshipped Wumothi (64%)

- Irana Wirepines (b.? d. 29, Reign Began: 29), * New Line, Never Married

No Children
Worshipped Adala (82%)

- Wemerι Leafstyle (b.?, Reign Began: 30), * New Line, Never Married

No Children
Worships Zelasaga (47%)
The Snarls of Blowing, Banshees
Worship List

Phatak, deity: revenge
Arburbish, deity: nature, the sun, fire, volcanos, truth
Gun Counselliedmauve, deity: art, inspiration
Nurzin Shadeshadowed the Umbras of Dusk, deity: the night
Nukum the Sneaky Fog, deity: darkness
Dukam, deity: death, family
Datush, deity: caverns
Durbar the Competitive Dusk, deity: birth, youth, longevity
Itampi Mirrordreams, deity: the stars
Nuzg Secretcat, deity: dusk
Gimbish Idolnoble, deity: duty
master List

- Anenins Discoverymemories (b.? d. 10, Reign Began: 1), * Original Line, Never Married

No Children	
	<div><ul style="list-style-type: none">Alus (b.? d. 14, Reign Began: 10), * New Line, Never Married</div>
No Children	
	<div><ul style="list-style-type: none">Leweme (b.?, Reign Began: 14), * New Line, Never Married</div>
No Children	
The Fiends of Hailing, Drows	
Worship List	
Rodovu Dentedchaos the Lord of Impunities, deity: chaos, war	
Yulo, deity: caverns, mountains	
Theveme, deity: victory	
Obu Foggyperplexing, deity: darkness, the night	
Suvo Tuftdrummed the Dance of Silks, deity: lust	
Umeru the Funeral of Oblivion, deity: death	
, deity: jewels, volcanos	
grand matriarch List	
	<div><ul style="list-style-type: none">Melucu Eternaltorments (b.?, Reign Began: 1), * Original Line, Never Married</div>
No Children	
Worships Suvo Tuftdrummed the Dance of Silks (28%)	
high matriarch List	
	<div><ul style="list-style-type: none">Lerune Walkeddevil (b.?, Reign Began: 1), * Original Line, Married</div>
6 Children -- Ages: 25 24 19 17 15 14	
Worships (31%)	
high priestess List	
	<div><ul style="list-style-type: none">Futhoco Admirationghouls (b.?, Reign Began: 1), * Original Line, Never Married</div>
No Children	
Worships (31%)	
priestess List	
The Holy Shells, Elves	
Worship List	
Redari, deity: strength, victory	
Dagi, deity: earth, mountains, volcanos, fire	
Vemini, deity: treachery, lies, murder	
Ayiti, deity: dusk	
Refi the Western Wheels, deity: travelers	
Capi Seedspry, deity: children	
Nunore, deity: caverns	
Mame Fordwashed the Coastal Oar, deity: coasts, oceans, fish	
Imere Lunarcloud, deity: the sky	
Thicivi Scenariokings, deity: games, luck, rulership	
druid of the circle List	
	<div><ul style="list-style-type: none">Ecafe Deadgrowls (b.? d. 1, Reign Began: 1), * Original Line, Never Married</div>
No Children	
Worshipped Dagi (14%)	
	<div><ul style="list-style-type: none">Cana Periwinklesanctuary (b.? d. 27, Reign Began: 2), * New Line, Never Married</div>
No Children	
Worshipped Mame Fordwashed the Coastal Oar (11%)	
	<div><ul style="list-style-type: none">Crowmetal (b.?, Reign Began: 28), * New Line, Never Married</div>
No Children	
Worships Thicivi Scenariokings (80%)	
princess of gil galath List	
	<div><ul style="list-style-type: none">Narena Moistenedbudding (b.? d. 1, Reign Began: 1), * Original Line, Never Married</div>
No Children	
Worshipped Capi Seedspry (94%)	
	<div><ul style="list-style-type: none">Coce Metalleafy (b.?, Reign Began: 2), * New Line, Married (d. 15)</div>
1 Child -- Ages: 23	
Worships Imere Lunarcloud (9%)	
	<div><ul style="list-style-type: none">Lora Oakpass (b.?, Reign Began: 😊, * New Line, Never Married</div>
No Children	
Worships Vemini (100%)	
queen of the forest List	
	<div><ul style="list-style-type: none">Fale Dawnspry (b.?, Reign Began: 1), * Original Line, Married (d. 18)</div>
9 Children -- Ages: 26 25 23 22 19 17 16 14 12	
Worships Refi the Western Wheels (4%)	
The Incest of Drips, Orcs	
Worship List	
Udurz the Dominant Defender, deity: valor, war, fortresses, freedom	
Gothaak the Guise of Knots, deity: twilight	
Amalatab, deity: revenge	
Nuurb Secretitchy, deity: dusk, muck	
Udushum Venerateaged, deity: longevity	
Latark, deity: treachery, trickery	
great clanfather List	
	<div><ul style="list-style-type: none">Duul Unholinessfainted (b.? d. 11, Reign Began: 1), * Original Line, Never Married</div>
No Children	
Worshipped Nuurb Secretitchy (4%)	
	<div><ul style="list-style-type: none">Glugburz Blockghoul (b.? d. 23, Reign Began: 12), * New Line, Married</div>
8 Children (out-lived 2 of them) -- Ages at death: 19 18 (d. 16) (d. 10) 12 10 9 5	
Worshipped Amalatab (49%)	
	<div><ul style="list-style-type: none">Divinesteals (b.13, Reign Began: 24), Inherited from mother, Never Married</div>

No Children
The Tusk of Home, Kobolds
Worship List
Hinteld the Abyssal Depths, deity: caverns
Bini, deity: crafts
Shabo, deity: jewels, wealth, hunting
Shibom, deity: animals, food
Antebj, deity: fishing
Jane the Wayward Wanderers, deity: trade
Chibe, deity: agriculture, the rain, fertility, the sky, the moon
chieftain List

- Oboba Squidmirrored (b.? d. 10, Reign Began: 1), * Original Line, Married (d. 15)

6 Children (out-lived 1 of them) -- Ages at death: 8 7 6 5 2 (d. 9)
Worshipped Shibom (71%)

- Enimpso Taughtptantomime (b.3 d. 23, Reign Began: 10), Inherited from father, Married (d. 26)

6 Children -- Ages at death: 18 17 16 9 6 2
Worshipped Shibom (64%)

- Inana Unnameablepines (b.14, Reign Began: 23), Inherited from mother, Married (d. 30)

6 Children -- Ages: 12 10 6 5 4 2
Worships Shibom (70%)

A new world to ensure the same chances for everyone.

Spoiler: Civilized World Population, very even (click to show/hide)
Quote

4202 Banshees
7686 Centaurs
3226 Werewolves
4969 Nagas
3990 Succubi
1043 Gnomes
5239 Hermit
14577 Kobolds
3294 Automatons
4674 Drows
6872 Frost giant
4202 Orcs
1007 Dwarves
1222 Elves
1730 Goblins
1491 Warlocks

All civs should be alive and kicking. Each civ has at least 1000 members, with Kobolds breeding the most (no surprise here).

Save: <http://dffd.wimbli.com/file.php?id=10290> (<http://dffd.wimbli.com/file.php?id=10290>)

I hope everyone is satisfied with the location. With river, cave and hill; Forest, plants and little ponds it should give plenty of options. There are three caverns, magma lake on the bottom with some candy, as usual. There is little fuel and no iron on the map, so make good use of the alternatives that the mod offers you.

If the major river should cause FPS issues for anyone, feel free to use dfhack to dam it.

Remember: To select your starting civ, you have to tab through the pages before you press 'e' to embark. On the list of civs you can scroll up/down and pick one. Then continue tabbing till the 'neighbours' screen. The top civ on that list will be your currently selected civ. You have to find the right one before you embark.

Good luck!

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **smakemupagus** on **December 19, 2014, 02:20:00 pm**

Nice good luck everyone. I'll take a turn in year 2. Anything is fine! Maybe Humans?

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 19, 2014, 02:51:37 pm**

☀Demons of Lust☀ - Succubi

Seven demons broke through the surface in the year 30. Six succubi and one incubus, who was being pushed around by everyone. He was deemed the Attorney and had to personally speak to visiting lesser races. Padaxe Leafmalign was the mistress of this pack of lust demons. Unlearned and inexperienced, she boldly lead her followers to the surface, not realising the dangers. The good races strive on this light and friendly realm, dwarves and humans, gnomes and elves might soon come knocking the demons back down below.

Illusions of grandeur lead her to forsake all council, ignore all helpful notes and disregard the old wisdom of the grand matriachs. (*I decided to not read the manual. First time I play Succubi.*) Padaxes astonishing knack for music will have to be enough to keep the dungeon alive.

The dungeon... which at this very moment is an empty, barren cave. A downward passage leads to dark depths of the first cavern, filled with giant mushrooms, lichen, moss and monsters. Monsters many times larger than hedonistic succubi. The demons are followed by their pets, a cauchemar, a demonic horse. A drowspider, taken from the drow underdark. Three Orthi, large and fierce two-headed dog-beasts. Two Nahashes, intelligent and cruel snakes that devour any vermin they find. And one Tentacle Monster, often kept as pets by the Succubi who enjoy milking them for various purposes.

No one seems to bother telling them that this Tentacle Monster is male.

Their gear is simple. Still feasting on the meat and strawberry wine they traded for favours with the drow caravan, the only other items this ill-prepared expedition brandishes are six picks and one axe. Otherwise you only see some skirts, silk stocking and leather corsets, none of which designed to keep your precious skin save from sword, axe or bow. The fungi-wood wagon is falling apart too, leaving three logs of varying usefulness.

Skills are few and far in between. Each demon is proficient in exactly one skill. Masonry, Carpentry, Weaponsforging, Armorforging, Bowyer, Bone Carving and Furnace Operating.

This is the Succubi Outpost Mixeaxeure, 'Runjack', a new Sodom. A new Gomorrha. After we get some interior decoration going in this cave.

OOC: Is that color readable? Or too much eye cancer?

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **smakemupagus** on **December 19, 2014, 03:38:23 pm**

Quote from: Meph on December 19, 2014, 02:51:37 pm

OOOC: Is that color readable? Or too much eye cancer?

The bright red is OK, but the dark red, blue, and purple nope. Maybe just do the headings in color, since they'll be big & bold?

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **than402** on **December 19, 2014, 03:40:14 pm**

personally, i find the bright red to be just as tiresome to read as the deep red. i'll be writing my update in white, except for the heading

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 19, 2014, 03:44:07 pm**

I updated the first post with some other colors. Limegreen instead of blue, teal instead of purple. Should be more readable. Before I make a decision on how the updates are written, I'd like more opinions. ;) Right now everything is perfectly sorted, but soon we will have 8 forts running at the same time.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **than402** on **December 19, 2014, 03:45:56 pm**

the new colors are much better.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 19, 2014, 04:30:56 pm**

☼World History - Caves, Lairs & Shrines☼

This world is a young one, yet ancient things lurk in the dark. Caves dot the land, passage ways into the unkown depths. Sometimes they give shelter. Other times you might find wildlife that took refuge from the elements. Or you stumble upon a wild tribe of Kobolds, Troglodytes or Gremlins. Beware of these places.

In most you will find nothing but dust and vermin. Fireflies and beetles, and the bats and swallows that eat them.

Spoiler: The 100 caves of the world (click to show/hide)

Quote

1: Lirueirmepidace, "The Bright Mine", cave
6 brown burrowers
30 cave swallows

2: Linjavarjo, "Lineshadowed", cave
6 cave beetles
30 bats
30 cave swallows

3: Karaufadipe, "Paintedhollow", cave
6 bearded cavernkeets
30 cave swallows
30 bats

4: Dumpumnurzin, "Outrageousshadowed", cave
4 brown burrowers
5 cave trolls
30 cave fireflies
29 cave spiders

5: Ilikseme Usupon, "Mightypits the Decent Partner", cave
6 dewbeetles
35 cave spiders
30 cave fireflies

6: Eho, "Tealecho", cave
9 beisswurms
30 cave swallows
30 bats

7: Odpaddíra Otrítkanál, "Trashyhole the Wiped Sewer", cave
10 giant drowspiders
30 cave fireflies
30 cave swallows

8: Oninteempself, "Familialabysses", cave
4 cave beetles
4 small blobs
30 bats
30 cave fireflies

9: Tewdeyhlyel, "The Clear Night", cave
9 niths
30 cave swallows
30 bats

10: Chudoserdtse, "The Wondrous Hearts", cave
9 troglodytes
30 bats
30 cave fireflies

11: Dukandatush, "Snakedumbral", cave
8 troglodytes
30 cave fireflies
30 bats

12: Omulocethutho, "The Sprinkled Mines", cave
7 beisswurms
30 bats
25 cave spiders

13: Kheratkhef, "Latheredcaves", cave
8 giant drowspiders
30 cave swallows
30 bats

14: Lhetfikhnekik, "Dabblecrevices", cave
7 troglodytes
30 bats
30 cave fireflies

15: Connectecho, "Connectedechoed", cave
6 cragtooth boars
30 cave swallows
30 bats
30 cave fireflies

16: Ogasluxsluk, "Certainmine", cave
4 pekyts
4 gremlins
30 cave swallows
30 cave fireflies
40 cave spiders

17: Intebaenebe Janibajinteld, "Spawnmined the Wasteful Hollows", cave
8 dark sprites
25 cave spiders
30 bats
30 cave swallows

18: Gidthurshedim Lurakgosmer, "Graspingsshadowy the Cankeraus Umbra", cave
9 cave beetles
30 cave swallows
30 bats

19: Fadelab Rah, "The Sewer of Ways", cave

- 7 small blobs
 - 30 cave swallows
 - 30 cave fireflies
- 20: Bolthrinmunmun, "Rockdeep", cave
- 8 small blobs
 - 39 cave spiders
 - 30 bats
 - 30 cave swallows
- 21: Scalperebarathrum, "Scratchedpit", cave
- 1 gremlin
 - 7 cauchemars
 - 30 bats
 - 30 cave swallows
- 22: Cemotonumo, "Vomitingpitted", cave
- 6 bearded cavernkeets
 - 30 bats
 - 30 cave fireflies
 - 1 lizard fiend outcast
- 23: Mefayo Nino, "The Hell of Gloss", cave
- 7 gremlins
 - 30 bats
 - 27 cave spiders
 - 30 cave swallows
- 24: Dewdsafah, "Smokedshadowed", cave
- 7 small blobs
 - 30 cave fireflies
 - 30 cave swallows
 - 22 cave spiders
- 25: Ammeshkor Idar Oslan, "Siltcavernous the Dog of Winding", cave
- 10 pekyts
 - 39 cave spiders
 - 30 cave fireflies
- 26: Osgotlikinmunmun Granihelmath, "Saintlydeeps the Gross Destroyer", cave
- 7 troglodytes
 - 30 cave swallows
 - 24 cave spiders
- 27: Rushan Ega, "The Caverns of Taming", cave
- 8 troglodytes
 - 30 bats
 - 37 cave spiders
 - 30 cave fireflies
- 28: Kulur Daze, "The Nights of Brilliance", cave
- 6 cauchemars
 - 3 giant blight bats
 - 30 cave swallows
 - 30 cave fireflies
- 29: Chinijoneld, "Bluenessholes", cave
- 8 troglodytes
 - 30 cave swallows
 - 30 cave fireflies
 - 30 bats
- 30: Omkonalul, "Soldiereddeep", cave
- 9 small blobs
 - 30 bats
 - 30 cave fireflies
 - 30 cave swallows
- 31: Slurorusmo Mogukzospu, "Slipperyechoed the Climactic Umbras", cave
- 9 small blobs
 - 30 bats
 - 30 cave swallows
- 32: Oketzari Ihar, "The Hole of Blazing", cave
- 2 boulder crabs
 - 3 cauchemars
 - 3 giant blight bats
 - 30 cave fireflies
 - 29 cave spiders
- 33: Chibibihinteld, "Brigandecho", cave
- 6 cave bears
 - 30 cave spiders
 - 30 cave fireflies
 - 30 cave swallows
- 34: Dasagurtubihari Okitxejende, "Notchdarkness the Split Obeisance", cave
- 6 bearded cavernkeets
 - 27 cave spiders
 - 30 cave fireflies
 - 30 cave swallows
- 35: Ibelotbotzabako, "Mirroredshadows", cave
- 4 troglodytes
 - 4 small blobs
 - 30 bats
 - 30 cave fireflies
- 36: Nutkulnutush, "Creepinessmurky", cave
- 5 small blobs
 - 5 troglodytes
 - 30 bats
 - 22 cave spiders
 - 30 cave swallows
- 37: Lumonunore, "Sportcavernous", cave
- 6 niths
 - 30 cave fireflies
 - 30 cave swallows
- 38: Chontahenteld, "Plaguedepth", cave
- 8 small blobs
 - 30 cave fireflies
 - 25 cave spiders
 - 30 bats
- 39: Irziirbush Ikutukthrak, "Inkedabyssal the Systemic Reins", cave
- 9 troglodytes
 - 30 cave fireflies
- 40: Alaguoklukud, "The Rumored Umbra", cave
- 6 gremlins
 - 30 cave fireflies
 - 32 cave spiders
 - 30 cave swallows
- 41: Unubezulungux, "Cankershadows", cave
- 9 cave beetles
 - 30 cave fireflies
 - 30 cave swallows
 - 30 bats
- 42: Jaundicepit Squeezelanguage, "Jaundicedpitted the Squeezing Language", cave
- 6 boulder crabs
 - 30 cave swallows
 - 30 bats
- 43: Zutoslokodedsnuzod, "Twisthellish", cave
- 6 cauchemars
 - 30 cave fireflies
 - 28 cave spiders
 - 30 bats
- 44: Tavumifi, "Savagedpitted", cave
- 6 niths
 - 30 cave fireflies
 - 30 bats
- 45: Chentaobenti, "Ungodlycavern", cave
- 6 boulder crabs
 - 30 cave swallows
 - 30 bats
- 46: Kharkglugduf, "Quickmurk", cave
- 4 dewbeetles
 - 3 beisswurms
 - 30 bats
 - 30 cave fireflies
- 47: Gargag Uskusumongenmu, "Tattooscarred the Shimmery Crevices", cave
- 10 niths
 - 30 cave swallows
 - 30 bats
 - 30 cave fireflies

48: Lhavr At Hefoaltezlekt, "Passscarred", cave
8 niths
30 cave swallows

49: Uspungaspad, "Safecavernous", cave
6 marbled angiswaerd
30 bats
30 cave fireflies

50: Metelval Rasshchelina Rashpil, "Blizzardshafts the Crevices of Rasping", cave
10 small blobs
39 cave spiders
30 cave fireflies
30 bats

51: Kahzreginthrosr Vuldanalgosr, "Spoilsewer the General Gloom", cave
10 niths
30 cave fireflies
30 bats

52: Cunosonene, "Crossecho", cave
1 cave troll
7 leatherwing bats
30 cave swallows
30 cave fireflies
30 bats

53: Misueiricasseacarie, "The Colorless Murk", cave
5 beisswurms
3 bearded cavernkeets
20 cave spiders
30 cave swallows
30 bats

54: Uctivacšero, "Worshippermurk", cave
9 leatherwing bats
30 bats
30 cave swallows

55: Lulespen, "The Pit of Hours", cave
8 cauchemars
30 bats
30 cave fireflies
30 cave swallows

56: Pifufutha, "Closenessdeep", cave
6 small blobs
30 cave fireflies
35 cave spiders

57: Nekik Arefl, "The Crevice of Mist", cave
7 giant blight bats
30 cave fireflies
30 bats

58: Selorshedim Gosmer Gemur, "Riteshadowed the Umbras of Prestige", cave
10 gremlins
30 cave fireflies
30 cave swallows

59: Ulsemaraksoslu Gedgun Agur, "Lurehollow the Desert of Persuaders", cave
8 troglodytes
30 cave fireflies
30 bats

60: Modanebelmosh Thulmos Galgotos, "Brilliancecave the Heart of Despair", cave
8 cave beetles
22 cave spiders
30 bats
30 cave fireflies

61: Shram Plavat, "The Scar of Swimming", cave
7 horned caveturtles
3 marbled angiswaerd
30 cave swallows
22 cave spiders

62: Gurzak Iturzal, "The Gutters of Curiosity", cave
4 troglodytes
4 pekyts
30 bats
30 cave fireflies

63: Twistscar, "Twistscarred", cave
6 troglodytes
30 cave fireflies

64: Mewmal Men, "Hairmined", cave
8 niths
30 cave fireflies
30 bats

65: Noc šourat, "The Nights of Creeping", cave
6 cave beetles
30 cave fireflies
32 cave spiders
1 panda fiend outcast

66: Akush Dtitun, "The Pit of Fragility", cave
7 cave trolls
30 cave swallows

67: Abtutububuslu, "The Regal Hearts", cave
5 small blobs
5 cave beetles
30 cave fireflies
30 cave swallows

68: Uftharatgothroqu, "Aquaechoes", cave
8 niths
23 cave spiders
30 cave fireflies
30 cave swallows

69: Oyumefoyo, "Presenthellish", cave
2 boulder crabs
7 cauchemars
30 cave fireflies
30 bats

70: Suorapimea, "The Laconic Darkness", cave
10 pekyts
30 bats
30 cave swallows
36 cave spiders

71: Ithamifi, "Quietpitted", cave
8 troglodytes
30 cave swallows
30 cave fireflies

72: Nuijakostea Palasekasorto, "Cudgeldankness the Fragmented Turmoil", cave
6 leatherwing bats
30 cave fireflies
30 bats
25 cave spiders

73: Aldfelashi Odoregelgu, "Brigandscar the Truthful Ice", cave
10 small blobs
30 cave fireflies
30 cave swallows

74: Azinilugog, "Gulfumbra", cave
8 lanky grey lachen
30 cave spiders
30 cave swallows

75: Nereb, "The Charcoal Murk", cave
11 small blobs
30 cave swallows
30 cave fireflies
21 cave spiders

76: Teduodsnast, "Tearhollows", cave
5 cave beetles
5 pekyts
30 cave swallows
30 bats

77: Licelelelirace, "Tuskgutters", cave
4 gremlins
4 pekyts
30 cave fireflies
30 bats

78: Sasnokgag, "Disloyaltyscarred", cave

- 4 boulder crabs
- 3 cragtooth boars
- 30 bats
- 79: Marilporgiluce Pixeusoce Cililure, "Glidedhollowed the Cavern of Targets", cave
 - 8 bearded cavernkeets
 - 30 cave fireflies
 - 30 cave swallows
 - 30 bats
- 80: Peshcherapolyi Utechka, "Cavernoushollow the Maroon Leaks", cave
 - 8 cave beetles
 - 30 bats
 - 33 cave spiders
 - 30 cave fireflies
- 81: Sondinicig Ozmo Oksusem, "Soothecavernous the Thorn of Falling", cave
 - 7 pekyts
 - 30 cave swallows
 - 30 bats
- 82: Nicig Entar, "The Caverns of Steel", cave
 - 7 gremlins
 - 30 bats
 - 30 cave fireflies
 - 30 cave swallows
- 83: Val Kolybel, "The Shafts of Cradling", cave
 - 6 small blobs
 - 30 cave fireflies
 - 30 bats
- 84: Sposmoebra, "Lockmurky", cave
 - 9 giant drowspiders
 - 30 cave fireflies
 - 30 bats
- 85: Arukusgag Gestubutspnab, "Vesselscar the Soothing Apes", cave
 - 6 brown burrowers
 - 30 cave fireflies
 - 30 bats
 - 30 cave swallows
- 86: Itenovanopa Ethiuanala, "Lineddank the Dignified Dream", cave
 - 3 cave beetles
 - 6 cauchemars
 - 30 cave fireflies
 - 30 cave swallows
- 87: Yufaisarila, "Gallowsshadowed", cave
 - 8 cave beetles
 - 30 cave fireflies
 - 30 bats
- 88: Acethinovanopa Idafiofidenebi, "Boweddankness the Spread Caverns", cave
 - 10 pekyts
 - 30 cave swallows
 - 30 bats
- 89: Zebmot Omvani Ogashet, "Boredomshafts the Pack of Wills", cave
 - 6 dewbeetles
 - 4 horned caveturtles
 - 30 cave swallows
- 90: Jizva, "The Scar of Respect", cave
 - 6 soul wisps
 - 30 cave fireflies
 - 30 cave swallows
 - 30 bats
- 91: Tenhasheft Tarefak Pa, "Justiceshafts the Darkness of Toes", cave
 - 9 small blobs
 - 30 bats
 - 30 cave fireflies
- 92: Snozulusmar, "Connecteddeep", cave
 - 10 niths
 - 37 cave spiders
 - 30 cave fireflies
- 93: Rremh, "Infamyshafts", cave
 - 6 gremlins
 - 30 bats
 - 30 cave fireflies
- 94: Tortilisaestuarium, "The Gnarled Shaft", cave
 - 11 troglodytes
 - 30 cave swallows
 - 30 bats
 - 30 cave fireflies
- 95: Zinez Angrez, "The Gutter of Stretching", cave
 - 5 horned caveturtles
 - 3 bearded cavernkeets
 - 30 bats
 - 30 cave swallows
 - 1 tortoise fiend outcast
- 96: Atitilnutush, "Defensemurk", cave
 - 7 niths
 - 30 cave fireflies
 - 30 cave swallows
 - 40 cave spiders
- 97: Akgaalul, "Paritydeep", cave
 - 10 cave beetles
 - 30 bats
 - 40 cave spiders
- 98: Ishlumngalak, "Nuttyabyssal", cave
 - 8 corpse grubs
 - 30 cave fireflies
 - 34 cave spiders
 - 30 cave swallows
- 99: Beruda, "Tooldank", cave
 - 9 cave beetles
 - 30 cave swallows
 - 30 cave fireflies
 - 30 bats
- 100: Ugrimohub, "Disgustmines", cave
 - 10 gremlins
 - 30 bats
 - 33 cave spiders

The caves are truly places of peace, quite and safety in comparison to the many lairs scattered across our world. A lair is home to a great beast, a monster, an outcast; Home to freaks of the night, vampires and werebeasts.

Shrines on the other hand are places of worship. Not of the new gods, these ethereal religions... but of the old gods. Titans, embodiments of the elements, Avatars of the world itself.

[Spoiler: Secret lairs and shrines](#) (click to show/hide)

Quote
694: Herjmeu, "Lurchingdeep", lair <ul style="list-style-type: none">1 drake outcast
695: Lhevhirshely Aker Hesegrh, "Clearmines the Cruxes of Drilling", lair <ul style="list-style-type: none">1 lanky grey lach outcast
696: Zapasfensast, "Plannedscars", lair <ul style="list-style-type: none">1 wood troll outcast
697: Gimbuugothroqu Ghorguu Dushak, "Patternecho the Virginity of Imprisonment", lair <ul style="list-style-type: none">1 orc outcast
698: Cuxarirgegargace, "Scorchedsewers", lair <ul style="list-style-type: none">1 swamp troll outcast
699: Nurzin Atashi, "The Shadow of Hobbling", lair <ul style="list-style-type: none">1 orc outcast
700: Mukongmado Udu Omstu, "Greasegloomy the Wills of Worry", lair <ul style="list-style-type: none">1 black bear outcast
701: Edlolmot Somerdehac, "Slappedshafted the Oracular Lightning", lair <ul style="list-style-type: none">1 pegasus outcast
702: Lulespen Ello, "The Pit of Allegiances", lair <ul style="list-style-type: none">1 dingo outcast
703: Geroude Geroth, "The Gloom of Glumness", lair <ul style="list-style-type: none">1 cougar outcast

704: Khemdenotkhor Kedrot Kholin, "Greedholes the Gloom of Profanity", lair
1 dingo outcast
705: Shrzl, "Poetryshadow", lair
1 firebird outcast
706: Uchopitozvena, "Seizedechoed", lair
1 alligator outcast
707: Moraalitonsyva, "The Immoral Deep", lair
1 orc outcast
708: Krishumburguul Ughorbagbagdug, "Entryshadows the Mean Trashes", lair
1 orc outcast
709: Aurpete Undown, "The Echoes of Wealth", lair
1 grizzly bear outcast
710: Sluk Bodnaz, "The Mines of Chunking", lair
1 swamp troll outcast
711: Scronteantiba Intobienans, "Assaultedpitted the Lyrical First", lair
1 giant cave spider outcast
712: Kaikkeuskaiku, "Cosmosechoed", lair
1 orc outcast
713: Zaleikup, "The Idle Abysses", lair
1 greater skeleton outcast
714: Thransimo, "Dawnechoed", lair
1 basilisk outcast
715: Hnizdodira Zbehlost Dávno, "Clutchedholes the Mastery of Yor", lair
1 orc outcast
716: Haverrathmuneb, "The Acrid Holes", lair
1 frost giant outcast
717: Okzhelob, "Oakgutter", lair
1 frost giant outcast
718: Varjovarjohauta, "The Umbral Shadowy-Grave", lair
2 monster of twilight outcasts
719: Ikishnurzin Atush Krushul, "Gearedshadowed the Hell of Gristle", lair
1 swamp troll outcast
720: Ecedosoruce Ecothocuduce, "Spoilpitted the Dim Shafts", lair
1 orc outcast
721: Varjo Hitunen, "The Shadow of Specking", lair
1 orc outcast
722: Bentinsobim, "Moistdeep", lair
1 troll outcast
723: Nularupola, "Buriedurn", lair
8 narrow troll outcasts
724: Ssimeshzinenz, "Mirthfulscarred", lair
1 orc outcast
725: Sociasumbra Ceni Luctus, "Allegianceshadowed the Goos of Grief", lair
1 kobold outcast
726: Aspad Smasta, "The Cavern of Simplicities", lair
1 orc outcast
727: Ufthrata Ugdushak, "The Deep of Vising", lair
1 orc outcast
728: Bakinnutal, "Heavyholes", lair
1 grizzly bear outcast
729: Ijituolobur, "Flowerumbral", lair
1 drake outcast
730: Plastdokinde Kurre, "Contestcaverns the Sepia Depths", lair
1 naga outcast
731: Noshthavuz Okirshedim, "Devourermines the Elder Shadow", lair
1 kobold outcast
732: Aurkurre Aitu, "Chastedeep the Practiced Seasons", lair
1 frost giant outcast
733: Leghem Yrej, "The Mine of Limps", lair
1 frost giant outcast
734: Neshewtheub Jheym Then, "Trancedhole the Hell of Grinding", lair
1 frost giant outcast
735: Tezlekt Lekherokh, "The Scar of Scorching", lair
2 troll outcasts
736: Axoulum Zesnukadul, "Howlcaverns the Brainy Scorpion", lair
1 frost giant outcast
737: Seviro Strix, "The Murk of Gulfs", lair
1 kobold outcast
738: Kratuugothroqu, "Hailedecho", lair
1 kobold outcast
739: Yineshofkhelol, "Owlhollow", lair
1 frost giant outcast
740: Rukoxomu, "Harmonizedshadowed", lair
1 kobold outcast
741: Mukcafubag, "Knottedsewer", lair
1 drider outcast
742: Itkushthram Itkiitiirishar, "Quietechoed the Immortal Cave", lair
1 naga outcast
743: Burekongenmu Tuum Kut, "Dippedcrevices the Hole of Trashes", lair
1 naga outcast
744: Gradus Aversor, "The Depth of Disgusting", lair
1 umber hulk outcast
745: Juhlhelvetti Tyynnytskydan, "Celebratedhells the Soothing Hearts", lair
1 kobold outcast
746: Alundirmt Weirdama, "The Hell of Gurgles", lair
1 orc outcast
747: Vestrirusi, "Rawadore", lair
1 succubus outcast
748: Boslutngogngo, "The Scabrous Mines", lair
1 cinder beast outcast
749: Merouquulo, "The Lawful Umbra", lair
1 orc outcast
750: Jhenm Penjh, "The Hells of Clawing", lair
1 orc outcast
751: Zinill Shanz, "The Shafts of Spinning", lair
1 orc outcast
752: Hejrnedb Ua Bedheyy, "Drainedscarred the Hall of Obscenities", lair
1 orc outcast
753: Rumxortass, "Slunkabysses", lair
1 wood troll outcast
754: Syvyys Lakastu, "The Depths of Withering", lair
1 kobold outcast
755: Tharaleayanu Toliisa, "Societyabyss the Contingent Shafts", lair
1 kobold outcast
756: Nickgodmosh, "The Burdened Umbra", lair
1 dark sprite outcast
757: Obu Curo, "The Shadow of Worth", lair
1 transparent shylvic outcast
758: Saquojubu Thretelbekor, "Faintsable the Fatal Twilights", lair
1 man of evil outcast
759: Jontiabana Empseldhiba, "Shadowydied the Abyssal Crypt", lair
1 hulking horror outcast
760: Gathgroiromiro, "Ransackecho", lair
1 frost giant outcast
761: Helilh Shoth, "The Night of Drinkers", lair
1 greater skeleton outcast
762: Tenmogila Tusklyipeshchera, "Shadowytomb the Faint Caverns", lair
1 monster of twilight outcast
763: Rakasarak, "Strangershaft", lair
1 frost giant outcast
764: Saquolomoth, "The Faint Tombs", lair
1 man of evil outcast
765: Egoxxo, "Chopsewers", lair
1 gnome outcast
766: Jontichina Abeldjeni, "Shadowdusted the Ghostly Ash", lair
2 shadow troll outcasts
767: Karbetoigogun, "The Helmed Scar", lair
1 shadow beast outcast
768: Thodoromelu, "Tenebrousmurky", lair
2 creature of shadow outcasts
769: Shedim Idath, "The Shadow of Amusements", lair
1 granite gargoyle outcast
770: Mesteqfamgewdal Tewkhalefa Belwek, "Directionpitted the Hollow of Blocks", lair
1 shadow beast outcast
771: Suslemoste Ust Smaxa, "Petalpadded the Knot of Accidents", lair
1 vile plague wraith outcast

772: Kew Aram, "The Weevils of Quietness", lair
1 vile plague wraith outcast
773: Hekhidh Khorimsevon, "The Riddled Soaps", lair
1 vile plague wraith outcast
774: Mheytyheymewn La Wejwhhem, "Oceanwandered", lair
1 mountain giant outcast
775: Sofathionebimo, "The Rusty War", lair
1 giant blade spider queen outcast
776: Kenimakamemi, "Poetimmortal", lair
1 forest giant outcast
777: Supi Acnul, "The Certainty of Hungering", lair
1 giant blade spider queen outcast
778: Distrustgloss Venerate Pitch, "Distrustedglossy the Veneration of Pitching", lair
3 mountain giant outcasts
779: Thefomoeslome Oru Covemu, "Coveredbeard the Syrup of Servants", lair
1 gelv cyclops outcast
780: Krysha Padenie, "The Roof of Tumbling", lair
1 gelv cyclops outcast
781: Ratoslongu, "Lovestring", lair
1 gelv cyclops outcast
782: Rukspost Amasnok Uksesnum, "Mintace the Swine of Shoveling", lair
1 forest giant outcast
783: Circumvitreo Phantasmaallium, "Boredglazed the Ghostly Garlics", lair
2 sky giant outcasts
784: Mal Mensewzanedn 'wedfa Ferfafetn, "Minecremated the Bitch of Temptations", lair
1 rock guardian outcast
785: Dotomnusnost, "The Bloody Rein", shrine
1 vile plague wraith outcast
786: Cematoicila Leruiminu, "Vomitedclarity the Primitive Crown", lair
1 griffon outcast
787: Nukiturgututukak Ataliim Atikul, "Confusestrategy the Tempests of Olive", lair
1 forest giant outcast
788: Mugeardame Barkalu, "The Bee of Scourging", lair
2 gelv cyclops outcasts
789: Metallakan'on, "The Metallic Canyon", lair
4 sky giant outcasts
790: Seyhuyha, "Chantvomit", lair
1 griffon outcast
791: Durbukiirnurzin Batul Irbush, "Oblivionshadows the Dusk of Abysses", lair
1 twilight woman outcast
792: Zelamnfeu Alhaweyfane Twem, "Murkytunneled the Abyssal Phantoms", lair
1 troll of evil outcast
793: Zimiz Ziz, "The Death of Burials", lair
1 man of evil outcast
794: Kost Hrob, "The Bone of Graves", lair
1 twilight crone outcast
795: Thodororethu Nunorelutheme, "Tenebrousdie the Cavernous Night", lair
1 horror of shadow outcast
796: Tewnelferg, "Tunneleddeath", lair
1 twilight creature outcast
797: Utspnabaludu, "The Ape-like Oaks", shrine
1 hill titan outcast
798: Masshtabvody, "The Scaly Water", shrine
1 swamp titan outcast
799: Sulusaxstol, "The Forested Web", shrine
1 swamp titan outcast
800: Shintimjona, "The Bearded Stone", shrine
1 brush titan outcast
801: Srithashugdug Uduurgund, "Lizardlove the Oceanic Island", shrine
1 brush titan outcast
802: Kinzungrap Animi Zingru, "Larkbuds the Hawks of Wooding", shrine
1 forest titan outcast
803: Tenmur, "The Teal Bears", shrine
1 tundra titan outcast
804: Palathormoucace Aleleaxule, "Moistnessshovels the Hoary Keg", shrine
1 forest titan outcast
805: Lerida, "The Responsible Butterflies", shrine
1 forest titan outcast
806: Etomastis, "Innocencedunes", shrine
1 hill titan outcast
807: Flosinteraneum, "Blossomguts", shrine
1 swamp titan outcast
808: Inachenti Shanane Shinebi, "Burialnatural the Orange of Vales", shrine
1 swamp titan outcast
809: Gharnebhern Gel Serkhafetab, "Caveobscure the Rosy Suns", shrine
1 tundra titan outcast
810: Ibambinto Shintimjantins, "Valleygrizzle the Bearded Honor", shrine
1 hill titan outcast
811: Khezama Zher, "The Tulip of Blossoms", shrine
1 swamp titan outcast
812: Saspumaguro, "Blossomeddrunken", shrine
1 hill titan outcast
813: Lorumphantasma, "Strappedghost", shrine
1 taiga titan outcast
814: Natim Dutati, "The Moral of Beaching", shrine
1 jungle titan outcast
815: Osmozsluslor Ongoruzbad, "Yellferns the Outrageous Seals", shrine
1 taiga titan outcast
816: Cimathi Aco, "The Lizard of Mazes", shrine
1 forest titan outcast
817: Tird Algos, "The Rust of Lizards", shrine
1 tundra titan outcast
818: Probirat'syagrot Golen Yudol, "Wadegrotto the Shin of Vales", shrine
1 hill titan outcast
819: Bey Teshdbab Hewd Sefah Ureba, "Beachfogs the Basins of Incest", shrine
1 taiga titan outcast
820: Nazgazalagaak Agduuramuuthra, "Strappedflowered the Soaked Tribes", shrine
1 jungle titan outcast
821: Blossombuck Shin Hood, "Blossomingbucks the Shin of Hoods", shrine
1 forest titan outcast
822: Godanid Godunmugud, "The Vegetation of Moistening", shrine
1 hill titan outcast
823: Alhodik, "The Tribal Animal", shrine
1 swamp titan outcast
824: Keysudhar, "The Cystic Filths", shrine
1 swamp titan outcast
825: Acithiutha, "Gorgecrush", shrine
1 tundra titan outcast
826: Apur Ederik, "The Barbarians of Itching", shrine
1 tundra titan outcast
827: Zorreostere, "The Cherished Animals", shrine
1 tundra titan outcast
828: Ayathepe Vithe, "Twigorange the Cinnamon Peppers", shrine
1 mountain titan outcast
829: Frikaxandante Mumantonardi, "Ivyforests the Oceanic Cats", shrine
1 taiga titan outcast
830: Aura Katutzo, "The Fog of Pines", shrine
1 jungle titan outcast
831: Svatý Umytvrána, "Mintdivined the Washed Crows", shrine
1 jungle titan outcast
832: Zusmobugok Xogak Oke, "Clodrain the Sun of Boars", shrine
1 forest titan outcast
833: Topeduto, "Submergedfancy", shrine
1 forest titan outcast
834: Arozozgom Erukumu Ospuspuku, "Lovedhonor the Suns of Kindness", shrine
1 forest titan outcast
835: Kathildetes, "The Wet Rams", shrine
1 forest titan outcast
836: Coenosurgo, "Dinedgrower", shrine
1 mountain titan outcast
837: Shontaina, "The Itchy Burial", shrine
1 swamp titan outcast
838: Gumbanduli, "Sunkenbeaks", shrine
1 swamp titan outcast
839: Mundaginphavan, "Fogpanther", shrine
1 tundra titan outcast

840: Uxozomus Ngungdubostu, "Pelttwilights the Divine Hill", shrine
1 jungle titan outcast
841: Tanoggevah, "The Delightful Hill", shrine
1 brush titan outcast
842: Snug Susnuktex, "Coastalgoldenrod the Submerged Beans", shrine
1 jungle titan outcast
843: Sotanohus, "Oceanicsubmerged", shrine
1 swamp titan outcast
844: Anagirrodumgird Andagiral Velodun, "Fellsnarl the Tuft of Waters", shrine
1 jungle titan outcast
845: Apurapetre, "Barbarichills", shrine
1 tundra titan outcast
846: Tumanbaraban Burya Zemli, "Fogdrums the Wind-Orange of Earths", shrine
1 forest titan outcast
847: Tedzuglukekome Sluzug Laxng, "Chanttwilight the Pelt of Splashes", shrine
1 forest titan outcast
848: Hagux Ebrozam, "The Hail of Natures", shrine
1 forest titan outcast
849: Kerkhonpelonetr, "Glaciersnarl", shrine
1 forest titan outcast
850: Luquenomoquobo, "The Pristine Drum", shrine
1 forest titan outcast
851: Ofireniodedo, "Coastalgrottoes", shrine
1 tundra titan outcast
852: Zecolooyulo, "The Devilish Chant", shrine
1 jungle titan outcast
853: Nechestivyi Pogoda, "The Unholiness of Weather", shrine
1 forest titan outcast
854: Lhekiakof, "Vomitingape-like", shrine
1 swamp titan outcast
855: Siegewaste, "Siegewaste", shrine
1 swamp titan outcast
856: Pet, "Mahoganychanting", shrine
1 tundra titan outcast
857: Shab Kedheb, "The Clouds of Lying", shrine
1 jungle titan outcast
858: Artua Zeki, "The Blockade of Bulwarks", shrine
1 forest titan outcast
859: Anihugan, "Droolplay", shrine
1 swamp titan outcast
860: Slutostexaknubstro Zomst Sotu, "Leafinfallible the Gladness of Dignity", shrine
1 jungle titan outcast
861: Dutam Bati, "The Grove of Packing", shrine
1 tundra titan outcast
862: Balakidutul Nutaknukiikidurbam, "Seasoneddeer the Furry Perplexing Den", shrine
1 tundra titan outcast
863: Krab, "The Ochre Crabs", shrine
1 mountain titan outcast
864: Sovamor, "Owlplague", shrine
1 swamp titan outcast
865: Suzricgar, "The Plain Growths", shrine
1 swamp titan outcast
866: Cattuspugnax Phocaludus Saevus, "Catcombat the Seal-Play of Savages", shrine
1 swamp titan outcast
867: Zendomvani Pirçsetsat, "Flowerpacked the Forested Heather", shrine
1 swamp titan outcast
868: Casenaameli, "Gripseasoned", shrine
1 jungle titan outcast
869: Entansbemps, "Jawsquids", shrine
1 swamp titan outcast
870: Hildanto, "Lovered", shrine
1 forest titan outcast
871: Osp Axsmo, "The Basin of Waxing", shrine
1 tundra titan outcast
872: Stagudwalgord Velockhaenwal, "Valleyroses the Wasteful Viper", shrine
1 swamp titan outcast
873: Affa, "Cankerousviper", shrine
1 mountain titan outcast
874: Uyhaudhar Ghedrewf, "The Vomiting Filth of Gristles", shrine
1 forest titan outcast
875: Astuhougera, "Gulliedwind", shrine
1 jungle titan outcast
876: Sosponogsulus Zobstthogosp, "Twigforested the Hideous Gland", shrine
1 swamp titan outcast
877: Iloinen Kura, "The Gladness of Mucks", shrine
1 swamp titan outcast
878: Huganfergrumgi Tiraskrosh Godlingosh, "Playhexxed the Mountain of Walls", shrine
1 mountain titan outcast
879: Futha, "The Goldenrod Deep", shrine
1 mountain titan outcast
880: Sorevecono, "The Rosy Shins", shrine
1 mountain titan outcast
881: Scraboscrens Himpsi Shonim, "Sweetnessslinks the Jokes of Mange", lair
2 giant outcasts
882: Rámecekpes, "The Framed Dogs", lair
1 metal colossus outcast
883: Tinefrenprosr, "Suckcoil", lair
1 frost wyrm outcast
884: Nhafafamerdab Shekem Kharesh, "Ultimateswampy the Belly of Itching", lair
3 cyclops outcasts
885: Jebaobonaba, "Draindredged", shrine
1 bronze colossus outcast
886: Kemgerfah, "Lowcried", shrine
1 bronze colossus outcast
887: Sustromat, "The Musty Coincidence", shrine
2 balrog outcasts
888: žalárrez, "Jailcuts", lair
1 behemoth outcast
889: Cacareoxaxas, "Plangoals", shrine
1 metal colossus outcast
890: Lidsamiromiro, "The Disembowled Pad-Echo", lair
1 metal colossus outcast
891: Gululurzinuliil, "Turquoisesneaked", lair
1 hydra outcast
892: Pilas Liluce, "The Tops of Rage", labyrinth
3 minotaur outcasts
893: Seciafaqua Uthatezeiwonavi, "Fondleterror the Branded Humility", lair
2 giant outcasts
894: Bebdaposhi, "The Gurgling Markets", lair
2 cyclops outcasts
895: Osgorarazrendgin Vustra Bergrin, "Reigntarget the Bronzes of Containing", lair
1 frost wyrm outcast
896: Languagestink, "The Linguistic Stink", lair
1 wyvern outcast
897: 'ajkherpa 'dhab Reqabet, "Tuskedtruss the Doom of Competing", lair
1 wyvern outcast
898: Patutxi, "The Thorny Secret", lair
1 thunderbird outcast
899: Unalenibiula, "Wraithlikeportals", lair
1 roc outcast

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Boltgun** on **December 19, 2014, 04:58:47 pm**

You can use HTML code for colors, so you can pick any faded color for your updates.

Here's an example.

To use that, add a '#' to the color= tag with an AABBCB code picked here (<http://www.colorpicker.com/>).

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **smakemupagus** on **December 19, 2014, 04:59:02 pm**

Huh -- what determines whether a civilizable creature becomes an outcast? Lots of orcs, some kobolds, naga, and frostgiants, but no dwarves or humans. That's pretty cool.

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **than402** on **December 19, 2014, 05:32:46 pm**

may i pick a larger embark location than 3x3 and just center it around the same spot? i will not make much use of the vertical space anyway...

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 19, 2014, 05:36:35 pm**

No, rules are same spot, same map. Aboveground races can build easily into the soil levels of the hill, thats why I chose that site.

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **Boltgun** on **December 19, 2014, 05:38:33 pm**

- Let's make fun of a few names on this world :
- Ehil Stabbedseizure the human (b.? d. 1) lived up to his name.
 - Whip the warlock, just whip?
 - "The Velvety Incests, Succubi", "The Incest of Drips, Orcs", united by noble common values.
 - Stick Unremarkablefighting the Impurity of Strategies the succubus, making wars boring since '?'.
 - Dagud Straytoasted the Chocolate Sponge, gnome deity: hospitality. God of cold evenings and chocolate milk.

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 19, 2014, 05:41:52 pm**

My incest is much more velvety, and much less dripping. I feel like I have the moral high ground over those savage orcs.

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **than402** on **December 19, 2014, 05:42:47 pm**

Quote from: Meph on December 19, 2014, 05:36:35 pm
No, rules are same spot, same map. Aboveground races can build easily into the soil levels of the hill, thats why I chose that site.

ok, just wondering. it's a bit late now, so i'll probably play and upload tomorrow.

Quote from: Boltgun on December 19, 2014, 05:38:33 pm
Let's make fun of a few names on this world :

- Ehil Stabbedseizure the human (b.? d. 1) lived up to his name.

- Whip the warlock, just whip?

- "The Velvety Incests, Succubi", "The Incest of Drips, Orcs", united by noble common values.

- Stick Unremarkablefighting the Impurity of Strategies the succubus, making wars boring since '?'.

- Dagud Straytoasted the Chocolate Sponge, gnome deity: hospitality. God of cold evenings and chocolate milk.

oooh, i love DF names :D the Whip guy must be the warlocks' friendly neighborhood torturer. My civilization is named The Yawning Union. sleeping and boredom are the national sports

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **Vozhban** on **December 19, 2014, 06:56:38 pm**

The Hermit - 31 Year, Spring

After a long travel, Zoden Thokitmesthos finally stopped. He was too tired to go farther. He fell on the ground and a warpstone dice fell out of his hand. Zoden’s mind became clear for the first time since he began his journey. All the friends he found began to fade. They all turned out to be hallucinations born by hermit’s mind, twisted by prolonged contact with warpstone. The Dice has to be hidden from the world. No one should ever get it. From now on his name is Zoden The Dice keeper.



2nd Granite, 31. Early spring.
From now on I am going to make notes here to keep sane. This warpstone dice definitely harms my mind. Rereading this from time to time may prove to be useful habit.
This cave seems to be a great place to store The Dice. Nobody is going to find me here. I'll call this place Ruthoshas, "Distantcave".
After the first few hours my mind is finally clear and I can look around. My short sword is still here, in the grass. I've also brought several pieces of cloth. There are three logs lieing around the place, some meat and even a barrel of strawberry wine. I have no idea how I've managed to bring it all here. I think my friends helped me somehow. Can't believe they were mere illusions caused by this cursed Dice. At least my cats are still around.
P.S. I was travelling all that time absolutely naked. This is the first problem I have to solve.

6th Granite, 31. Early spring.
I managed to craft a table and a chair out of those logs. My furniture looks awful, but it is still more comfortable than grass or sandstone. Now, having a good place to work in the cave, I can sew myself some clothes. Those rolls of cloth I've brought with myself should make this task pretty easy.

10th Granite, 31. Early spring.
Being too enthusiastic about my first success in making furniture, I've forgotten that I've never made clothes before. At least, I managed to sew something wearable.



11th Granite, 31. Early spring.
I am constantly followed by three niths. They are around me all day long. Think they may be hallucinations caused by The Dice.

4th Slate, 31. Mid-spring.
Niths are still around here. My cats don't seem to notice them. I conclude they are just another creation of my mind. I've spent most of my time haulig everything I could find into the cave. Last month passed pretty quickly. But now I need to make myself a proper place to sleep.

14th Slate, 31. Mid-spring.
Today I noticed one of the niths stealing my food. I slashed it in the head and chooped it off. The corpse stayed there for several hours. Seems those niths are real.

28th Slate, 31. Mid-spring.
I finished butchering nith's corpse. Got some meat and bones. Think I'll make a shovel and dig several stones out. I need some more place. And a room separate from warehouse. And a kitchen. And a special room for The Dice.



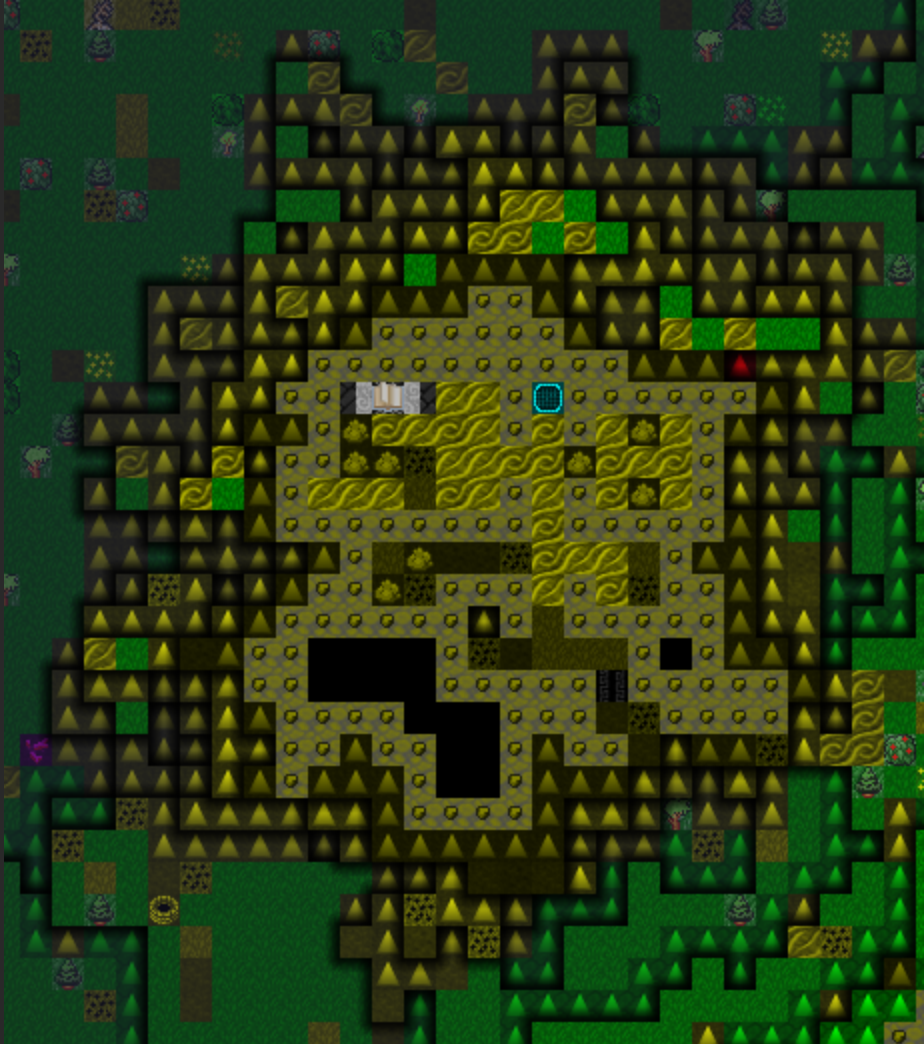
3rd Felcite, 31. Late spring.
Crafted myself a bedroll. It is far more cosy than dwarven rock beds.

7th Felcite, 31. Late spring.
Managed to dig several rooms before my shovel broke. Now I have several sandstoe boulders. I will use them to make some furniture later.

14th Felcite, 31. Late spring.
Crafted one more shovel and broke it. Now I have 3 rooms on the main floor and four on the entrance floor.



22nd Felcite, 31. Late spring.
Tried myself in masonry. Managed to make two chairs and two tables. Used them in bone and rock workbenches. Placed this journal in my future room. The Dice is stored near that room for now.



OOC: I was not sure which style to chose to write my posts. So I tryed to write it as a brief diary and only for the first season. If this is ok, I'll continue writing the same way. If not, I'll try something else.

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **than402** on **December 19, 2014, 07:02:25 pm**

ok, i embarked and will start playing tomorrow. here's a little prologue by Ag "The Jack" Strayingmeterons

Humans: A prelude

Journal Of Ag "The Jack" Strayingmeterons, 1st Granite 31

As we reach that god forsaken woodland we came to call "Blockwade"(for Ume's sake...), I can't help but think again about that night and that crazy old bastard that got me here: It was supposed to be an easy robbery, get in, grab the old Dorf's gold while he was asleep and get the hell away. If only i hadn't stepped on that cat... Come to think of it, it wasn't one cat, there were eleven or twelve of the little beasts. What kind of person keeps twelve cats on his house anyway?

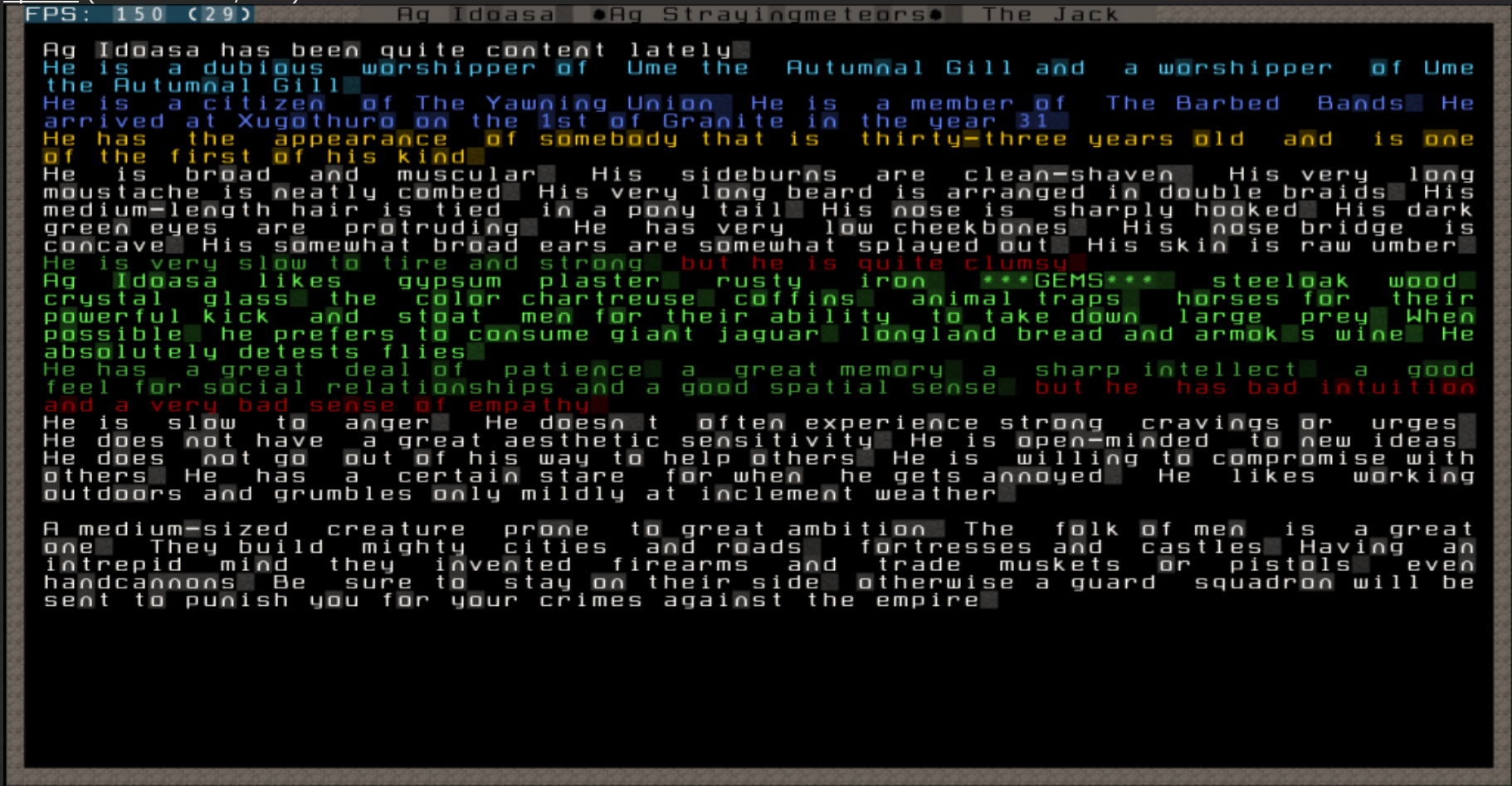
Granted, it could have been worse: If that guardsman hadn't arrived, the crazy psycho would have spilled my brains with that big axe of his for sure. On hindsight, I probably should have stuck with being a bard, but it just didn't pay well enough. And by didn't pay well enough, I mean of course it barely paid at all... With that being said, I enjoyed my hobby: I always liked new places and It was giving me a reason and a motive to move out of town before the city watch started suspecting I had something to do with all these thefts.

Thank gods for that Usa lass that wanted some protection for her expedition and for the fact that the Town Watch didn't care for paying my food for much longer, lest i would still be in the same cell with that seven feet tall dead eyed bear of a man. I was always good with the knife and unlike Sir Crazy-Bear, I could put together a sentence that did not contain the word "kill".

So here I am: Stuck with six morons way over their heads in a forest far away from anything resembling civilization, with just a few dogs and that bronze knife for protection from whatever cute and friendly creatures dwell into the woods or in that cave.

Well, we all gonna die eventually. Might as well enjoy this little trip and maybe make sure these fools don't die that fast. If I'm lucky, I might as well be killed by a scorching hot succubus instead of a smelly Olog, so there's a lot to look forward to...

Spoiler (click to show/hide)



(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_314_zps80ded965.png.html)

Fuck, how do you combine the game and the separate fort download?

☼A Succulicious Spring☼- Succubi

The noble girls of Runjack

Obviously the most important task to start a successful fortress is to stand around and bicker and fight and pull each others hairs and start slapping people around, until everyone has their fitting noble title. 'No, I'm the Lady of Pain'. *God damn it, you are an Incubus, you cant be Lady of anything.* 'I want to be Keeper of Secrets.' *YOU!?* *You couldnt keep a secret if your life depends on it... that one time after I told you about... and then... later EVERYONE! knew it...*

And it goes on and on. In the end Padaxes had to randomly throw out titles to about everyone. She herself is the Mistress, which apparently means she has to do no physical labor. Typical. The Incubus got the job of Attorney, Meph that little creep. Sometimes Padaxes wasnt sure why he did join the group of six Succubi. It's not like he could partake in their magma baths or play sessions.

The others got titles like Keeper of Secrets (sure), Apothecary, Whipper and Lady of Pain.

The Dungeon

To live in a sprawling dungeon, we need to dig a dungeon first. An entry passage, a large dining room, seven 4x4 rooms for our demonesses (and that Meph guy), and a bit of space for workshops and storage. This goes well, while one Succubi stays outside, War-training all the animals and killing trees. Interestingly enough we are not alone, a group of three Niths is watching us curiously, until two are ripped apart by an Orthus. One of the snakes, the Nahashe now called "GemUrges HatefulFlutes" adopted Meph as its owner, seeing that he is secluded from the rest, and might easily be influenced by its advise. From that point on, Meph is barely seen without his pet snake nearby, that seems to whisper to him.

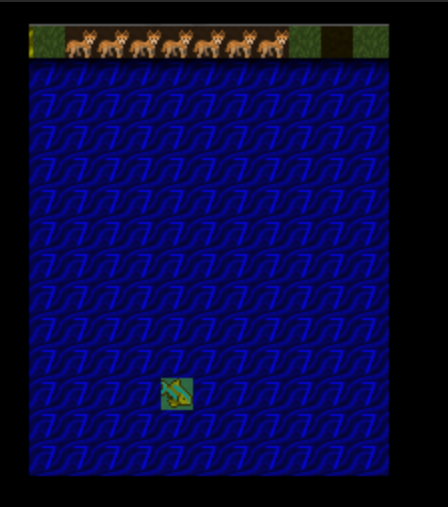
The murdered trees have been shaped into beds, so pleasant to sleep on something killed. Into chairs and tables. And into a few cages, who knows what playthings we might catch with them later. Seeing something trapped in a cage, helpless and unable to escape... is something deeply gratifying to a Succubus.

The burdens of a leader - Its so hard watching other people work

Padaxes watches her group labor. Meph is on masonry duty, cutting blocks, grumbling about unfair job distribution, while most demonesses dig, make some bows and shields, butcher dead Niths, make bone arrows and make leather from nith skin. A few mechanism are made to raise the bridge at the entry, which is protected by the Cauchemar and 4 Orthi.



A pack of Dingos has arrived on the other side of the river, watching the female Orthi enviously. Alas, lucky for them, they cant swim, or they would have met a swift end.



And then it happens. Padaxes wasnt sure what caused it, the bad influence of the Nahashe, tiredness from cutting and carrying blocks all day, or just plain stupidity, but Meph dropped a block. He stood on the bridge, and tried to build a wall on its end, stacking blocks in thin air. Stupid Incubus, everyone knows that bridges cant support constructions.

```
The Attorney's chest takes the full force of the impact, bruising the
muscle, bruising the left mid true ribs!
The Attorney's torso takes the full force of the impact, bruising the
muscle and bruising the right kidney through the (rare silk skirt)!
The Attorney is caught in a cloud of sandy dust!
The Attorney is caught in a cloud of sandy dust!
The Attorney is caught in a cloud of sandy dust!
The Attorney is caught in a cloud of sandy dust!
The Attorney is caught in a cloud of sandy dust!
The Attorney regains consciousness.
The Attorney stands up.
>The Attorney is no longer stunned.
```

A cloud of dust, several bruised bodyparts, confused pets and general disgust in the lack of sensible building procedurs, he was back on

his feet... still, Padaxes will have to watch Meph more closely, just to make sure he doesnt sabotage the entire dungeon. Obviously it had nothing to do with the strong chest and naked skin that shows under his now ripped silk shirt.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 03:38:37 am**

Quote from: Gamerlord on December 20, 2014, 03:16:52 am

Fuck, how do you combine the game and the separate fort download?

You download the save I uploaded and embark on the location that I showed in the screenshot.
<http://www.bay12forums.com/smf/index.php?topic=146594.msg5889819#msg5889819>

than402: Could you please add "Human" to the top of your post? Makes it clearer who it is, since you got no screenshots with tiny humans running around ;)

I tried the color-usage that Vozhban used for the Hermit, with some colored titles here and there, but text in white. I think that works as well, so people can choose. And you can write in a style that you prefer, the Journal entries of the Hermit were perfectly fine. :)

I added links to all posts to the first post.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **smakemupagus** on **December 20, 2014, 03:40:38 am**

Quote from: Gamerlord on December 20, 2014, 03:16:52 am

Fuck, how do you combine the game and the separate fort download?

The fort download is just a save folder, you extract it into your
\\...\MasterworkDF V6.2\Dwarf Fortress\data\save\

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Gamerlord** on **December 20, 2014, 03:41:48 am**

Gotcha thanks!

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Gamerlord** on **December 20, 2014, 04:24:27 am**

Well shit. Had half of spring done and it froze on me.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 06:28:52 am**

Quote from: Boltgun on December 19, 2014, 05:38:33 pm

Let's make fun of a few names on this world :
- Stick Unremarkablefighting the Impurity of Strategies the succubus, making wars boring since '?'.

Did someone say Stick Unremarkablefighting?

Quote

This is a superior quality sand figurine of Stick Unremarkablefighting the Impurity of Strategies.

The item is a superiorly designed image of Stick Unremarkablefighting the Impurity of Strategies the ettin and succubi in sand stone by Padaxe Alilismisuvure. Stick Unremarkablefighting the Impurity of Strategies is surrounded by the succubi.
The artwork relates to the ascension of the ettin Stick Unremarkablefighting the Impurity of Strategies to the position of Queen of The Velvety Incests in the midspring of 27.

No one shall make jokes about our Ettin queen. >:)

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **bleekmiddel** on **December 20, 2014, 06:42:17 am**

Posting to watch

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Boltgun** on **December 20, 2014, 06:43:00 am**

Gnome, introduction

It has been over a month since Noodles left the comfort of his laboratory to assist in an experiment he believes will totally change the way Gnomekind see the world. Proving the theory of seeds, in which the world is created not by a random whim of a supposed god of blood, but a complex and well defined mathematical formula will finally enlighten the minds around the world, especially those clumsy druids who cannot comprehend that the real exploration is in the fabric of time and space and not in the mud.

Thankfully Grun, king and curator of knowledge was really eager to send him away with a large team. His excitement to see Noodles leave for the wilds was quite visible, it is so refreshing to see that leaders have such an eye for talent. And so was created the Vigorous Societies, the self proclaimed most advanced science club of the university.

The team of no less than twenty gnomes with three wagons moved at a relatively fast pace. Unfortunately, Noodles had to travel with a few naturalists who were to study the wild life of the aptly named Testy Jungles. That would be fine as long as they do not mix with real scientists. In fact, he does not intend to mix with anyone, taking his measures then sending them to the university will be child play.

The travel was not without dangers, obviously food treatment is not reaching the norms considering how often the gnomes keep catching dysentery, that grave about pepperoni and "chease" being a clear sign that germs run rampant in these unwashed lands. Another proof that the druids are plain wrong. To counteract this problem, Noodles only ate specific ingredients, boiled then fried and mixed with an exact amount of antiseptic solutions, much to the despair of the expedition's cooks.

One morning, our gnome's exact 8 hours and 2 minutes of sleep were rudely interrupted by a uninteresting conversation:

- Oi! There is a river in our way, what should we do?
- Wow! That's so huge it cannot be called a river, more like a tiny elongated sea, with clear water.
- What should be do?
- Ford the river!
- But the carts will...
- FORD IT!

...

The next day, a handful of gnomes lay around a crashed wagon. As expected, the water washed a good third of the expedition that must now survive far down the river. The six survivors started gathering whatever they could to a tiny hill that is surely not hiding anything terrible. Their heart sank when they found a barely conscious Noodles babbling incoherently about atoms and plump helmet soups on the river's bank. As the protocol requires in a difficult situation, the gnomes threw a group vote where it was decided to not throw Noodles back into the water, but they will not move any further. They are, after all in the Testy Jungles and neither can or want to keep traveling. If there is science to be done, that will happen here and the first experiment is “The positive effect of a shelter and food on the lives of seven wet and scared gnomes”.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Boltgun** on **December 20, 2014, 07:02:43 am**

Quote from: Meph on December 20, 2014, 06:28:52 am

Quote from: Boltgun on December 19, 2014, 05:38:33 pm

Let's make fun of a few names on this world :
- Stick Unremarkablefighting the Impurity of Strategies the succubus, making wars boring since '?'.

Did someone say Stick Unremarkablefighting?

Quote

This is a superior quality sand figurine of Stick Unremarkablefighting the Impurity of Strategies.

The item is a superiorly designed image of Stick Unremarkablefighting the Impurity of Strategies the ettin and succubi in sand stone by Padaxe Alilismisuvure. Stick Unremarkablefighting the Impurity of Strategies is surrounded by the succubi.
The artwork relates to the ascension of the ettin Stick Unremarkablefighting the Impurity of Strategies to the position of Queen of The Velvety Incests in the midspring of 27.

No one shall make jokes about our Ettin queen. >:(

Oh that will be fun if she moves in. By the way I had the exact same bug in my previous fort, trying to build next to bridges. It drowned two great masons, so it is best to take care when designating around those.

Also colored titles works best.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Gamerlord** on **December 20, 2014, 07:21:18 am**

IT WON'T STOP FREEZING UP. FOUR FORTS I HAVE TRIED NOW. WHY. WHY DO YOU HURT ME WHEN I LOVE YOU SO MUCH DF?

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 07:25:04 am**

Quote from: Gamerlord on December 20, 2014, 07:21:18 am

IT WON'T STOP FREEZING UP. FOUR FORTS I HAVE TRIED NOW. WHY. WHY DO YOU HURT ME WHEN I LOVE YOU SO MUCH DF?

Do you mean crashes? I cant remember anyone saying that Df freezes. Did you use quicksave? Do you use the current version, 6.2? What OS?

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Gamerlord** on **December 20, 2014, 07:27:46 am**

It just freezes up and won't do anything. I guess that's crashing. Using the current version on Windows 7. Trying to quicksave, but every time I try to save and exit it crashes.

EDIT: And other times, sometimes. Question, is the 'Current' folder in the 'Saves' folder meant to have anything in it? I looked in there and there are a couple of loose files.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Boltgun** on **December 20, 2014, 08:03:58 am**

Quote from: Gamerlord on December 20, 2014, 07:27:46 am

It just freezes up and won't do anything. I guess that's crashing. Using the current version on Windows 7. Trying to quicksave, but every time I try to save and exit it crashes.

EDIT: And other times, sometimes. Question, is the 'Current' folder in the 'Saves' folder meant to have anything in it? I looked in there and there are a couple of loose files.

On WIN7 crashes should be the screen going pale with that 'we're looking for a solution' box. Does the dfhack terminal shows something because the only freezes I had is when I intentionally ran crazy long scripts.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Gamerlord** on **December 20, 2014, 09:42:03 am**

The dfhack terminal crashes as well.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 09:54:23 am**

I have no idea what you are doing, but it sounds like its not a problem of the mod. Otherwise many more people would report it, and I'd find lots of PMs in my mailbox. Are you sure that you have a clean install and no errorlog?

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Vozhban** on **December 20, 2014, 11:22:02 am**

The Hermit - 31 Year, Summer

8th Hematite, 31. Early summer.
Summer began with moving boulders around the cave. Now I have enough to make some furniture.

13th Hematite, 31. Early summer.
After all boulders were moved away from my rooms, I decided to do a bit of archaeology. I took several boulders and spent a couple of days studying them. I managed to obtain four figurines and an amulet. All of them are badly preserved. Though, one of the figurines is amazingly intact. I am sure it is an image of Usen the Bulwark of searching, the deity of generosity, sacrifice and charity. I am very surprised that somebody except me believes in his existence. Considering the amount of time this figurine spent buried in stone, I can be quite sure the author of this figurine is long dead.

18th Hematite, 31. Early summer.
Archaeology sure was fun, but I still need more furniture, so I'll lock myself up in mason's workshop for a week and finally finish with it. After that I am planning to smooth walls and floors. If I am to stay here for a long time, I should make this place beautiful and

comfortable.

10th Malachite, 31. Mid-summer.

Well, it took almost a month, but I finally have all the furniture I need finished. It seems I am getting better and better in masonry. Almost every piece of furniture I create is at least well-crafted now. I should get to smoothing the walls now.



25th Malachite, 31. Mid-summer.

I've almost finished with the walls on the masons floor. Main floor is the next. Then I'll think of building a separate room for The Dice to lock it there. Though it is now pretty safe lieing on a display stand next to my room, I still feel it's influence.



2nd Galena, 31. Late summer.

Today I woke up and saw a nith right next to my bed. It's time for The Great Nith Hunt. I shall get rid of every little vermin-like creature. Now I'll go grab my sword.



3rd Galena, 31. Late summer.

Chasing one of those niths I left the cave. On the horizon I saw several figures. When I’ve reached the place, they vanished. I was quite upset, but then I found a battle axe and a bone dice there, and decided to keep them. But first, kill the niths!

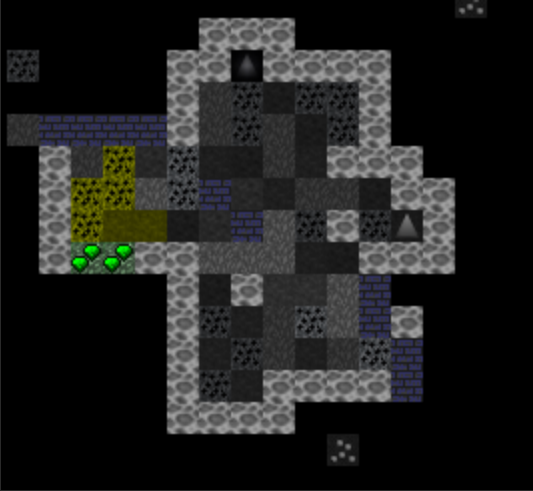
4th Galena, 31. Late summer.

I am writing here, though it’s already 12th Galena. It was a day, when I slew the first Nith during The Great Nith Hunt. It took some time to chase it, but when I got near everything had been done in seconds. I cut it into three pieces.

The Nith attacks The The Dice Keeper but He jumps away!
The The Dice Keeper charges at The Nith!
The The Dice Keeper misses The Nith!
The The Dice Keeper collides with The Nith!
The Nith is knocked over and tumbles backward!
The The Dice Keeper slashes The Nith in the right thigh with the reverse edge of his (mithril short sword) and the severed part sails off in an arc!
The The Dice Keeper sidesteps and slashes The Nith in the torso with the reverse edge of his (mithril short sword) and the severed part sails off in an arc!

12th Galena, 31. Late summer.

The Great Nith Hunt has totally failed. One corpse for nine days is too little. I obviously need to do something else. Think I’ll try myself in jewelry now. I’ve seen several jade clusters on the lower floors of my cave.



14th Galena, 31. Late summer.

Remembered that I have no pick to mine. Decided to make a new shovel, but found no bones. The only option was to capture a live animal and butcher it. I was lucky that time. Found a bull calf. Don’t know how it got here, but it will obviously be very helpful.

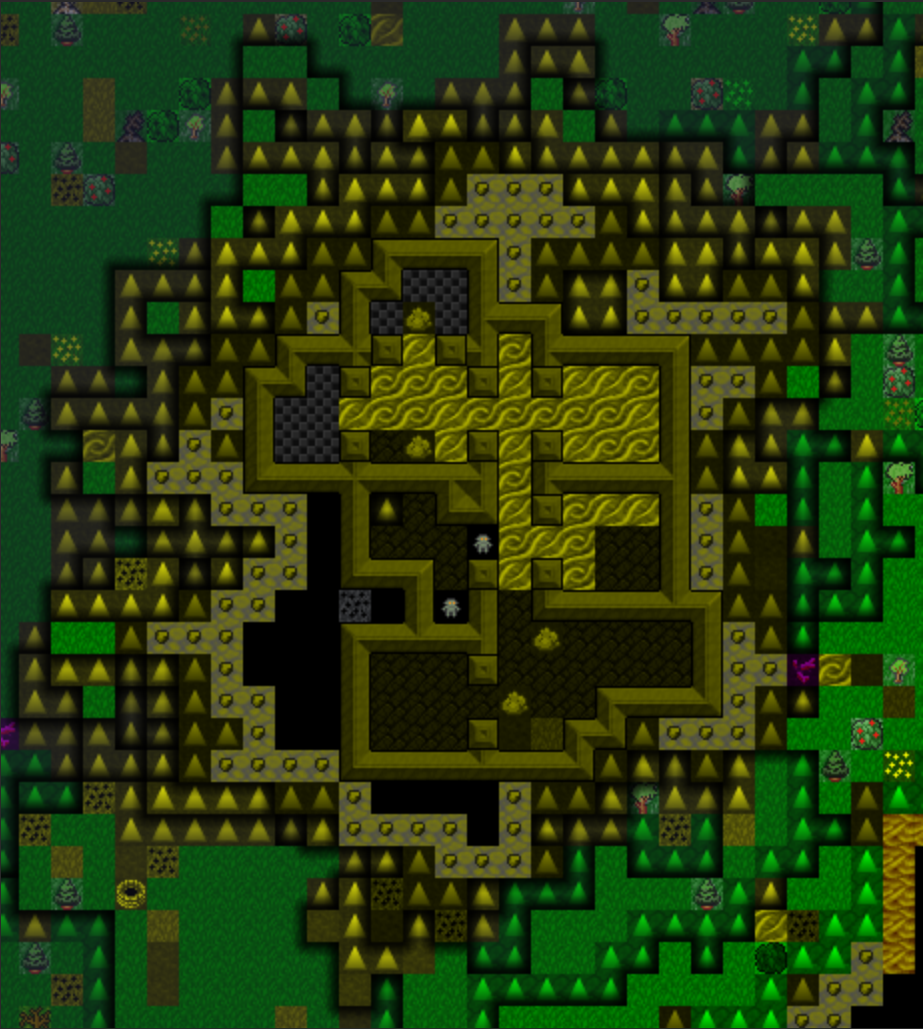


23rd Galena, 31. Late summer.
Having a new bone shovel, I finally can mine those jade clusters I’ve mentioned before. In addition, I’ve decided to mine several new rooms for my future possible hobbies.

24th Galena, 31. Late summer.
Exploring the cave, I’ve discovered lots of malachite bearing rock. Seems that after jewelry I’ll try myself in metalworking.

27th Galena, 31. Late summer.
In addition to jade, I’ve also mined a couple of rock crystals. Lower in the cave I’ve discovered cassiterite bearing rock and even some living stone. Should take closer look on it later.

28th Galena, 31. Late summer.
Decided to wait with gem cutting till autumn. For now, I am going to smooth walls in new rooms before I build something in them. Niths came back, but now I have no time to deal with them. I dream that one day I’ll try myself in mechanics and trapping. If niths survive until then, I’ll definitely get them caged.



Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 12:44:52 pm**

☼A steamy summer☼ - Succubi

The orthi killed more niths. The meat and skin and bones are valuable resources to us. While most of the Succubi are building floors and walls to finish the entrance, Meph is continuing to create blocks, tables and chairs. It is time for some elegance, time to set up the dining room. A few decorational sockets are planted to lighten up the place.

Just when everyone seemed to have what they desired, a second group of demonesses arrives. 8 more Succubi, all female. One of them a legendary temptress (*Diplomat*), while another makes a good cook, and a third useful lust demon can handle spears. Literally, proficient spear lady. Alright.

The mining goes on and so far we have discovered 4 artefacts of previous settlements. Time for an Archeologists Chamber. And a Summoning Circle. Padaxes has never actually used one before, but how hard can it be to summon pets from the underworld? Surely it is easy enough for our dungeon.

Turns out all jobs are impossible with our current resources. Back to things we know: Smoothing rocks.

A dormitory has been build for the migrant souls, their devilkin, a tiny horned pet, is still following them around. Drinks are getting lower, meat stores as well. We have no farms or hunting or fishing to speak of, they will have to last for now. The bones have been made into arrows, the skulls into totems by now, and a mechanically knowledgeable Succubus managed to hook up the bridge to the lever in the dining hall. All without breaking a fingernail.

The miners have dug two large rooms into living rock. The pulsating red mass will hold 2 coffins for tombs, as befits some of our nobles.

So far, so good. We have no food or drink production, no military and no forges. But everyone has a room, a bed, a cabinet, the nobles are happy and we can lock down the dungeon. The entry way is still flanked by 4 war Orthi, but also brandishes a wave of cage traps, just behind the trade depot we build on the cave top.

Quote

Our entry is safe. Relatively speaking.



Quote

Summoning new warbeasts is hard. Also relatively speaking.



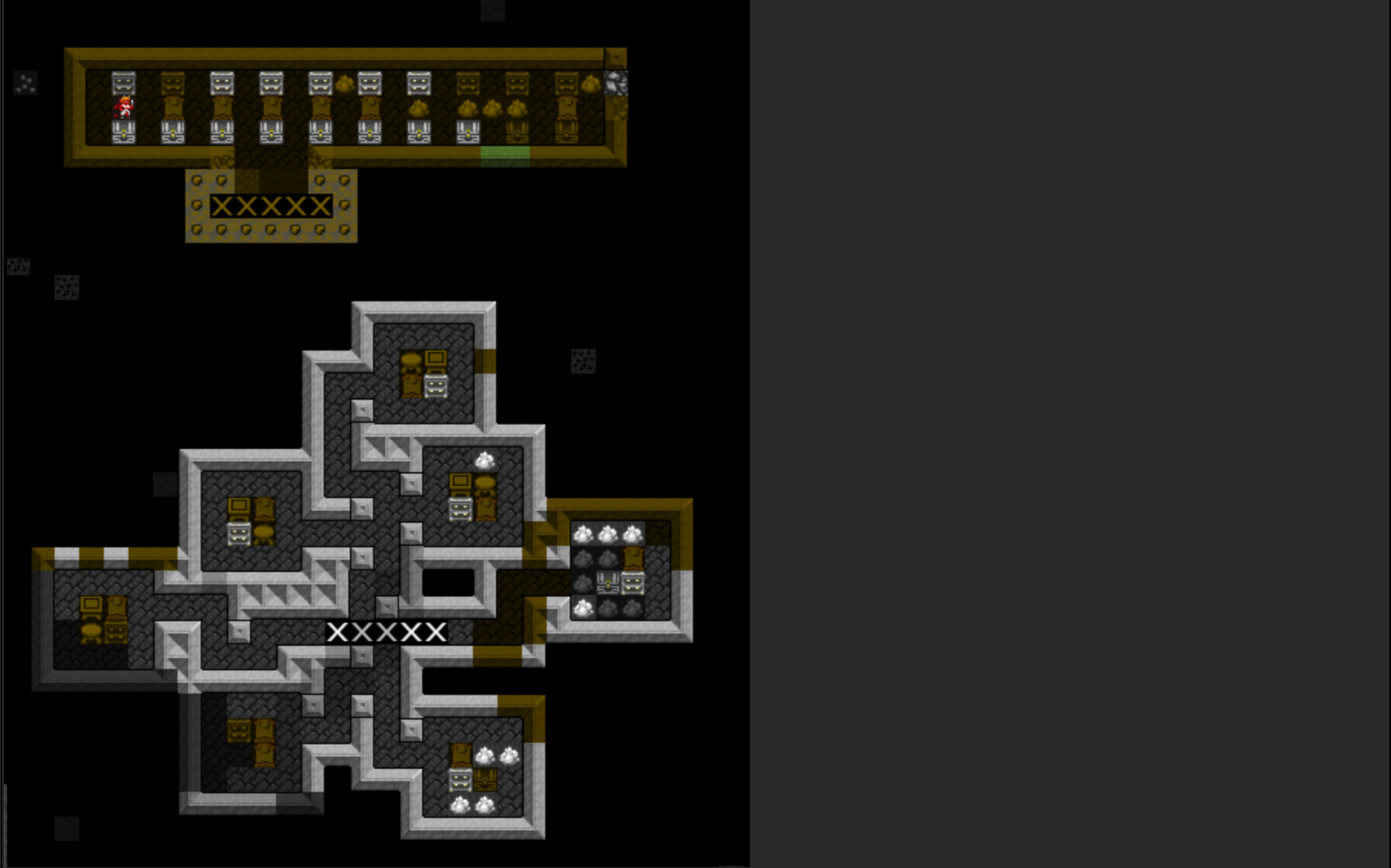
Quote

Perfectly straight lines define our workshop section.



Quote

Two levels for sleeping. One dormitory for the new girls, think migrant sorrowity, and one for the first 7.



Padaxes looks over her dungeon. The summer heat leaves sweat pearls running down her body, even with her corset leaving much skin exposed. The other Succubi moan and grunt while doing hard work, their entire bodies covered in glistening sweat. Still, she couldnt for her live figure out why that Incubus joined them...

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 12:53:49 pm**

Updated first post with links to all story posts. Also changed the color-rule accordingly; doesnt matter if you color the title or all text. Whatever you think is best to read. :)

Hope Gamerlord can figure out what happens with his installation, and that more races will join the thread soon. I'm in winter by now, archeology was very helpful and enabled me to buy everything the caravan brought.

Pro tip for the Hermit: You can use the sundial to slow down the game, that way your Hermit can do more stuff in a year. Would mean you have to play longer to finish the year, but for the community forts sake it still counts as 1 year. Maybe it helps getting stuff done, considering that you spend 9 days hunting niths and months with smoothing stone. ;)

Title: **Re: ☀Battle of the 8 Armies☀ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 01:22:16 pm**

☀A antediluvian autumn☀ - Succubi

Whichever race settled in these hills, their artefacts are still here. And they are shiny and expensive and they will bring us much good. Our Archeologist girl carefully removed the dust from the relics uncovered. Steel. Muskets, pistols and bullets. Gold. Flutes and horns. Mithril. Cannons and cannonballs. We might not have any Succubi that know how to use any of that stuff, but it looks expensive. Meph the Attorney is brought in and estimates the value at just over 20k urist.

If we ever get visited by traders, this is our chance.

The miners started digging more space for larger workshops; A metalcrafting area is being dug near the living rock we found; two more spaces are build into the tiny hill that houses the cave. They will be home to a Well of Souls (*get souls from corpses*) and the Altar of Nightmares (*start sieges and lure traders to your dungeon*). We are still unable to use any of the reactions, since we lack in souls. The dungeon has been calm, the Succubi strangely pacifistic.

The only occurance, that could be called a fight, was the discovery of three Kobold thieves from the "The Tusk of Home". Two managed to escape, but one fell to the teeth of an Orthi. To honor his service he got a name, Yellplayed. A Succubis yells "Thief!", an Orthus comes to play. Fits.

Constructions on the surface continue, a second bridge is to be made, to allow caravan wagons access to the hill top. Sadly it could not be finished till one arrived. A single succubus trader with 2 guards, the wares carried on the back of a drowspider, arrived. Meph quickly sells all the old, high-quality ranged weapons and ammo for all the food, drinks, cloth, leather, cages, pets, some weapons, some armor, seeds, poison, ropes and anvils the merchant had. Pretty much all of it.

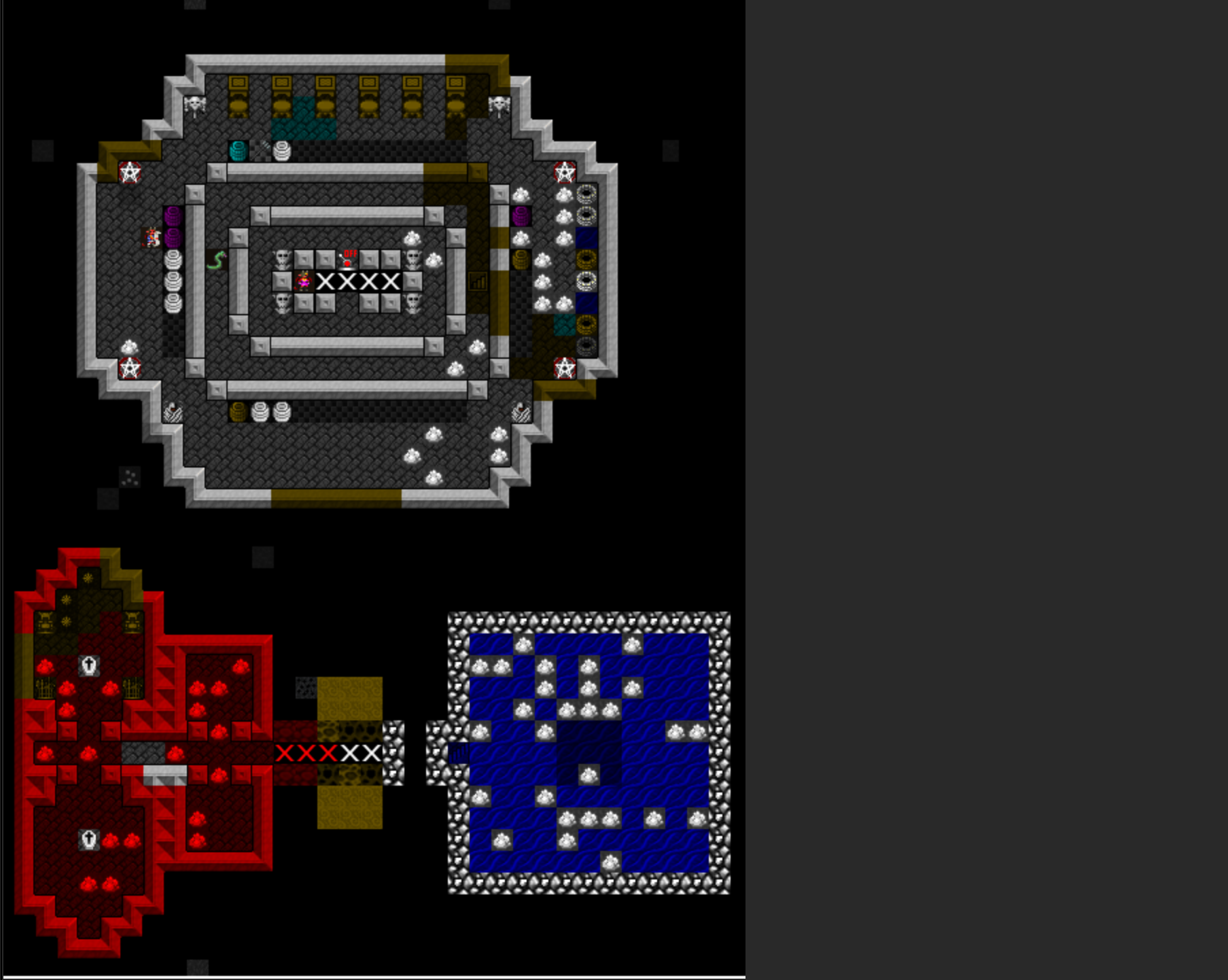
Combining meat, plants, fish and prepared meals, we have over 200 food stuff. And drinks?

We dont have to worry about drinks anymore. We found a very bright blue gem in the metalworking section. A tear. A magical aquifer, compressed into a single gem. A underground cistern was quickly build under the dining room, a water well build with the gem, and the pool filled. We have 6 working wells in our dining room now, as well as ~70 drinks. We were down to 8 when the gem was found; It saved us from drinking from the river.

The metalworks have started making ash from vermin remains, and volunteers are heating up the forges (*Succubi get free, unlimited coal, since they are demons from hell that control fire*) Some ore is being processed, but its going slow. Gems on the other hand come quickly to our girls.

We have several gem-tipped pitchforks and battle axes to equip a militia if need be. Our defenses mostly consist of traps, beasts and a bridge though. No need to get our hands dirty.

Quote
Here a sketch of our dining hall and tombs.



Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **than402** on **December 20, 2014, 01:52:33 pm**

Humans Chapter 1: Die, hill, die!!! also, bears in this world suck

From Blockwade's expedition log, as written by Usa Splatterlured

1st Granite, 31

Fresh water, a hill, trees and plants, a colony of silk moths and a cave. That's as good a location as we can get. The local wildlife seems benign for now, with platypuses for meat and plenty of fish. However, we've heard some noises from the cave. I decided to heed Ag's advice and avoid it. Let's hope that whatever lives there will stay there. There is a flat spot near the river. That's where we'll build our city. Kixi, Ume and me will start chopping down trees. I have also tasked Buqui, Cudal and Ag "The Jack" with fishing, and Sino with gathering plants. Okay, people, the sooner we're done building, the sooner we'll be able to sleep under a roof. Let's begin.

Spoiler (click to show/hide)



(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_315_zpsa98d2c78.png.html)

8th Granite, 31

The noises were a couple on Niths. They came out as soon as we had move away from the wagon, but the dogs took care of the little buggers with just a few scratches and bruises. Aside from that, work continues normally.

The rest of the Nith pack has appeared. I tasked The Jack with taking care of them. So far he has killed two and another one fell down the river. With only one remaining, I called him back. One Nith is no threat to us. I also tasked Kixi and the fishermen with building a mason's workshop and mining. We must establish trade relations with the motherland and we also need bricks. They dug and found malachite and also some very interesting rocks. They seem to be man made and look like ancient blocks. We must investigate further, but for now we have more pressing matters to take care of.

We've built a wood and a food merchant and i've ordered some wood to be sold. These will be the first money we'll get in our hands. We should think of what to do with them. Also, people have started complaining about the lack of beds. First we'll fortify our location so we don't die to the first invaders or pack of hungry coyotes and then we'll concern ourselves with our living conditions.

Summer has arrived and we're still hard at work. We've sold 60 wooden logs and made ourselves quite the revenue. Building the wall continues slowly, and we have plans about a guild hall, probably for the carpenters' guild. Also, it becomes more and more apparent that the flat won't do for long. We will build dormitories a well, workshops and a tavern, but we'll need to expand.

[Spoiler \(click to show/hide\)](#)



(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_316_zpsf1e2c7c5.png.html)

Also

[Spoiler \(click to show/hide\)](#)

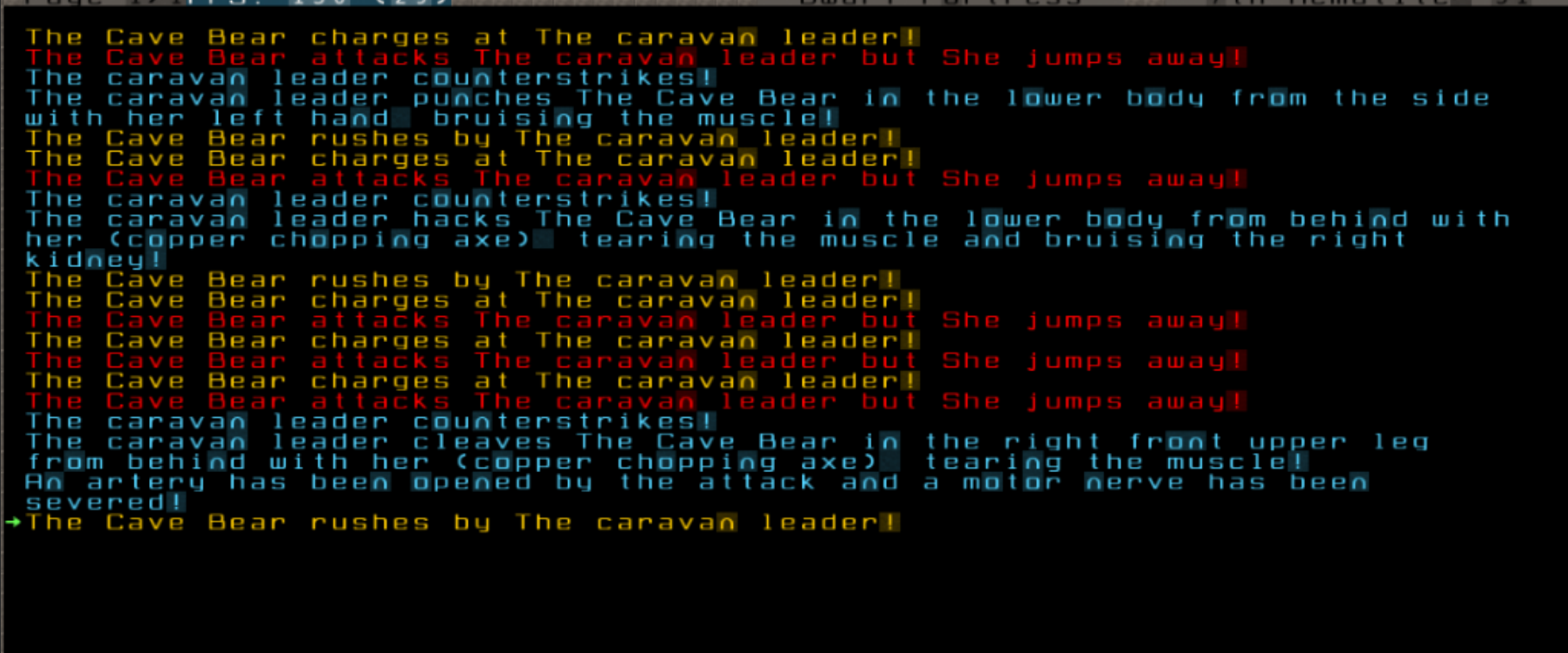
Longhorn Cow	Wild	Animal
Cave Bear	Wild	Animal
Cave Bear	Wild	Animal
Nith	Wild	Animal
Nith	Wild	Animal

(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_317_zpsf41a8ecc.png.html)

oh crap.

While our so-called militia commander was asleep, the bear attacked me, but he soon learned a valuable lesson: never mess with a lady that can put six lazy bums to work with just a few words and also happens to carry an axe. And thanks for the help, Jack! You truly are an asset...

[Spoiler \(click to show/hide\)](#)



(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_318_zps60b9216f.png.html)

As is quite the asset... when it comes to killing Niths. We've finished the guildhall and now we're selling frits and wood in order to buy a sawmill. Also, we've had our first migrants. The more the merrier. I've also decided to tear down the hill, because i find flat terrain easier to manage.

21st Galena, 31

A white widow appeared and bit As in the foot. He lost senses, and his foot has rotten. If we don't treat the wound immediately, I don't know if he'll make it. On less grim news, the caravan from the homeland arrived but we can't trade them anything so i just told them to come next year with rams and ducks to trade.

13th Timber, 31

As seems to be ok for now. In more important news, our town keeps growing. The wall is finished, new stalls are installed, farm plots are opened and we have a dormitory now. That should do for now. Next we must sort out the workshops and expand the carpenters' guild. Maybe craft a pick or two, you can never have enough of these.

1st Granite, 31

The first year is done and we are finally starting to resemble a town rather than a junkyard. I've turned the dormitory into a makeshift hospital (maybe into our actual hospital when we finally make rooms). We've also expanded the carpenters' guild and started exporting textiles. Unfortunately, we had an accident when digging out the hill that got Kixi killed and another miner wounded. We have taken precautions so this will not happen again. Other than that, we've sealed the cave for fear of more bears(or worse) coming out to play, and have appointed a bookkeeper. Running the risk to sound overconfident, i say we're doing well.

Spoiler (click to show/hide)



(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_319_zpsd70009a1.png.html)

Spoiler (click to show/hide)



(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_322_zps957c82c4.png.html)

Spoiler (click to show/hide)



Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **than402** on **December 20, 2014, 02:11:13 pm**

here's the save file

<http://dffd.wimbli.com/file.php?id=10280> (http://dffd.wimbli.com/file.php?id=10280)

i will try to tear down the hill except maybe for a spot for clay (though i got sand in my backyard, i don't care about clay very much).

also i want year 3 for humans

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Bigheaded** on **December 20, 2014, 02:41:24 pm**

Quote from: than402 on December 20, 2014, 02:11:13 pm

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i will try to tear down the hill except maybe for a spot for clay (though i got sand in my backyard, i don't care about clay very much).

also i want year 3 for humans

Good lords that was fast. Some haven't even started i dont think!

Seeing zach asked for about 4 different races, none of which being human and the only other request was the hermit, shall i keep the ball rolling with Human? Or are we hoping for some of the others to catch up?

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 02:44:09 pm**

Could you please post your overview screen for the fort? I want to see wealth, units etc. And the dead-units screen. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **than402** on **December 20, 2014, 02:46:08 pm**

sure. just wait a minute so i can take the pics. i will upload them on my post.

EDIT: ok, uploaded. only i forgot to appoint a broker. and a precision to the bookkeeper. sorry :/

EDIT#2: ok, i solved it. i quickly appointed one and them kept on for a few days so the bookkeeper could write everything down. new pic is up. that's taken just 3 days after i had abandoned the fort, so the numbers are pretty much the same

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **smakemupagus** on **December 20, 2014, 03:09:15 pm**

Quote from: Boltgun on December 20, 2014, 08:03:58 am

Quote from: Gamerlord on December 20, 2014, 07:27:46 am

It just freezes up and won't do anything. I guess that's crashing. Using the current version on Windows 7. Trying to quicksave, but every time I try to save and exit it crashes.

EDIT: And other times, sometimes. Question, is the 'Current' folder in the 'Saves' folder meant to have anything in it? I looked in there and there are a couple of loose files.

On WIN7 crashes should be the screen going pale with that 'we're looking for a solution' box. Does the dfhack terminal shows something because the only freezes I had is when I intentionally ran crazy long scripts.

I played about half a year through as Orcs to try to make sure there's no species-specific bugs that crept into the new version somehow. No problems on my end.

Is it possible that on your OS you have to set to "run as administrator" and you haven't configured that yet for the new 6.2 release? I think that my wife has to do that in windows 7. She does something to the properties of the shortcut on her desktop that points to the MDF gui.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **zach123b** on **December 20, 2014, 03:18:22 pm**

i see i'm to take over the succubi for year two, sounds entertaining and i look forward to it :3
the posts are also enjoyable to read, hope winter gets some excitement

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **smakemupagus** on **December 20, 2014, 03:30:53 pm**

Quote from: Bigheaded on December 20, 2014, 02:41:24 pm
Seeing zach asked for about 4 different races, none of which being human and the only other request was the hermit, shall i keep the ball rolling with Human? Or are we hoping for some of the others to catch up?

According to the first post you're on deck for Warlocks year 2.

Title: **Re: ☼Battle of the 8 Armies☼ - Kobold & Hermit Players wanted!**
Post by: **Meph** on **December 20, 2014, 03:34:55 pm**

Quote from: Bigheaded on December 18, 2014, 03:45:15 pm
I'll take the least wanted race for a year 2. ;)

I'll suggest warlock/kobold for now, but able to switch it up if someone would like to give em a try.

Year 1 i find is too standard anyhow, so pleased i can grab a year 2 spot :P

Yeah, you asked about warlocks/kobolds. But if you want another race, no problem. Just let me know and I change the first post.

Zach123b: You requested dwarves, but they were taken. Next in your line of requests was Succubi, so I added you to the list. I'm actually done playing already, just need to do the write up and upload the save. If you want to save now I can send it to you. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **zach123b** on **December 20, 2014, 03:45:02 pm**

i got work tonight (next 8hours) but i have tomorrow off, so an upload anytime by then will work :D
ill try to finish it tomorrow if that helps planning at all

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 04:27:47 pm**

Alright, I'll post the winter, summary and the save later today. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Deus Asmoth** on **December 20, 2014, 04:54:21 pm**

Kobolds, Spring

The Journal of Asmoth, Tribe Leader of the Bewildering Allegiances, Sworn to the Tusk of Home.

The witch doctors told me that a spell on this ink would cause it to record my thoughts if I used a stick to hold it to this tome. I don't know if it's true or not, I've never heard of one of our kind being able to read. In any case, we have arrived at Patternedswines and found a cave awaiting us as the witches promised. Hopefully it will provide shelter for us until we can construct a few huts.

12th of Granite

Habobi has finally equipped himself with a shovel, but now he complains that some asp vipers are stopping him from digging a moat. I'd gladly send him on a raid against some succubi and see if that suits him better, but there's no point in killing clan members yet. I've told him to dig out a warren beneath our workshops instead so that we'll have somewhere to sleep.

16th of Granite

A group of niths came out of the lower portions of the caves. Their intentions may have been peaceful, but it's hard to tell, since our honey badgers decided they didn't like the look of them and ripped them to pieces. The badgers are mostly uninjured, though once lost her tongue. They did manage to kill both of our shalswars, on the other hand, which is less than helpful.

10th of Slate

We've set up a few tables inside the cave to use as a meeting area and dining hall. Once we can start sending out thieves, it'll make an excellent trophy room as well. It's also a safe haven from all our foes now that the caverns have been sealed off with a wall.

Spoiler (click to show/hide)



20th of Slate

A bunch of alligators have started hanging around in the river. I can't help but think that this is going to result in blood.

10th of Felsite

Those alligators have finally left. Best of all, nobody died!

20th of Felsite

I grabbed a few of the nith bones and started turning them into armour, just in case. The rest of them are going to be turned into crafts so that we can buy a few more shalswars.
[/color]

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Bigheaded** on **December 20, 2014, 05:26:02 pm**

Cheers Meph,

I'm gonna get the ball rolling on human year 2, as i'm up for a bit of DF atm. Don't know a lot about humans. But unlike dwarves, they SHOULD have cities, so i will be heading upwards!

Not entirely sure about it being made of wood (or so it appears), so we apparently live in a giant shed... hmm.
also, no booze? Yes we arn't quite as bad as those dwarves, but i'm sure most humans require a bit of alcohol, or in some cases... a lot!

I'll take humans, seeing it's available. I'm aware than402 wants it back after a years done :P

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 05:28:28 pm**

Deus Asmoth: Could you please add a big fat "Kobolds" to your post?

Bigheaded: Sure thing. Just grab the save and go ahead, I'll add you to the list. Please use the default tileset, the MDF one. than402 used Phoebus, thats why the grass looks so odd on the screenshots. They use different raws. (EDIT: Wait a moment, Smake is up for humans in year2...)

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Timeless Bob** on **December 20, 2014, 05:43:51 pm**

Sorry about this: My hard drive crashed and I've needed to order a replacement, so I'll be ghosting the forums with this loaner Mac until it gets here and I can get the OS uploaded, DF software re-downloaded.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 06:05:22 pm**

☼Weird Winter☼ - Succubus

Here we are, all set. Winter came and went swiftly, barely affecting our dungeon. Two more migrants showed up, a cute couple. We let them stay in the dormitory with the other girls for now.

The Lady of Pain got private quarters dug into living rock, down at the forges. Yes, we have metalworks now. And more workshops. We build stables for the lone Cauchemar and positioned a Soul Wisp at our stairs.

Not much of note happened, the dungeon interior is growing and we managed to delve deeper into the mountain and make ourselves more secure. The demonesses are happy, two even ecstatic, with only the Lady of Pain herself only content. Nobles...

We build many curious new structures, the Temple of Sin, Temple of Fire, Den of Inquiry, Soul Well and more... but we cant use any of them, we lack in resources. What we have in throves is food, water and clothing. Even leather for light armor. Copper for chains, trap components...

With the year finished, lets do a dungeon tour.

[Spoiler: All z-levels of the fort with explanation - PICTURE HEAVY!](#) (click to show/hide)



Roofed corridor.

Open corridor, for wagon access to Depot. Only way in.



Trap-lined corridor

Depot and refuse,
butcher, tanner.

Bridge

4 War Orthi

Only entry into fort

Weapons, Armor, Cages

Goods, Ammo.

Some pets and traps, last line of
defense.

Carpenter and Siegeworks

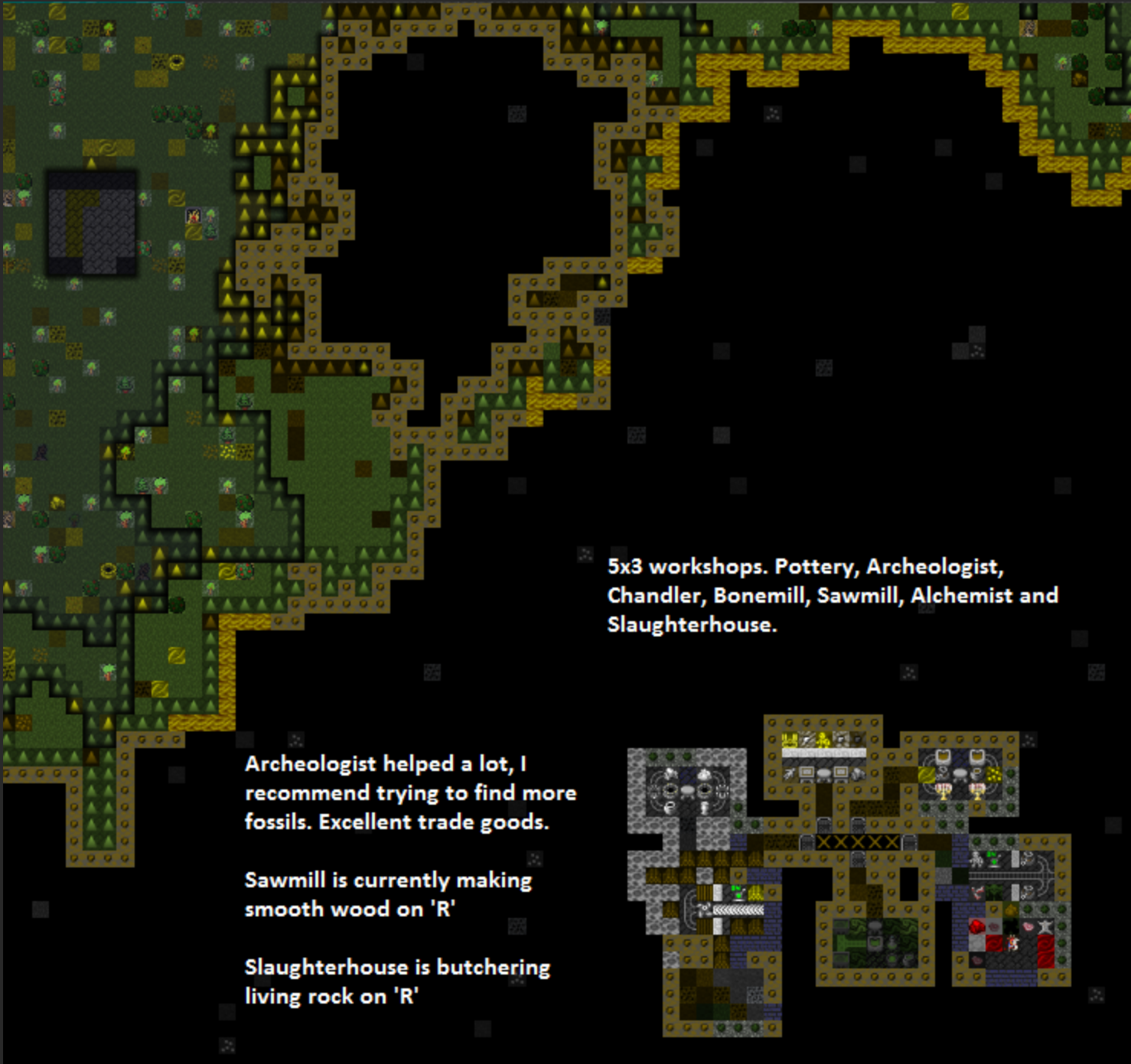
Space for workshops,
maybe barracks?





Den of Iniquity
Corrupts captured
invaders, if we had
any.

**Room next to it should
be used to store them.**



**5x3 workshops. Pottery, Archeologist,
Chandler, Bonemill, Sawmill, Alchemist and
Slaughterhouse.**

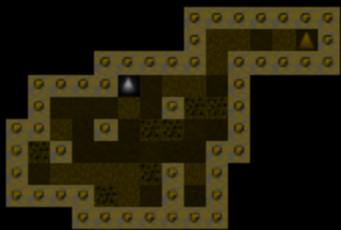
**Archeologist helped a lot, I
recommend trying to find more
fossils. Excellent trade goods.**

**Sawmill is currently making
smooth wood on 'R'**

**Slaughterhouse is butchering
living rock on 'R'**







Residence of the original 7. Bed, cabinets, chairs and tables, all smoothed, nothing engraved.

No doors yet.

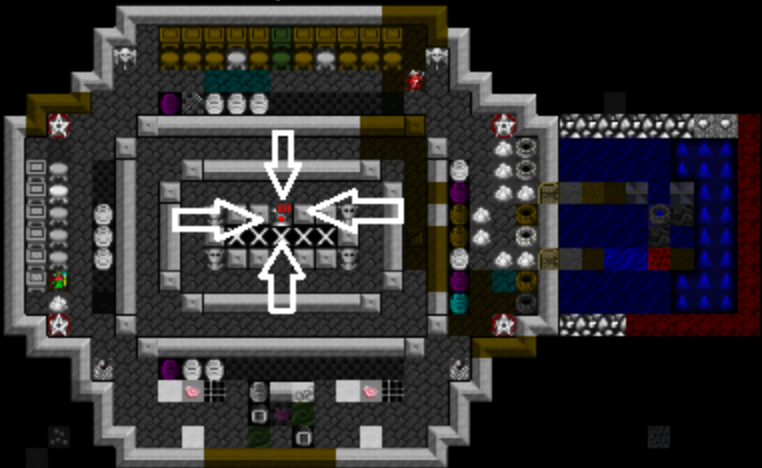


The Dining Hall.

Tables and chairs in north and west. East has wells and water production. South has fisheries and still.



CENTER HAS THE LEVER FOR THE BRIDGE!!!



Tombs of Mistress and Lady of Pain. Nobles

Corpse stockpiles and empty coffins. 10 prepared, for the worst.

Water cistern.

2 Masonries, close to mined rock.

Metalworks

One of each furnace, some running on 'R'. Making all that copper, processed ore and free fuel. Slag is currently made into concrete, using up the Ash I got from cremating vermin.

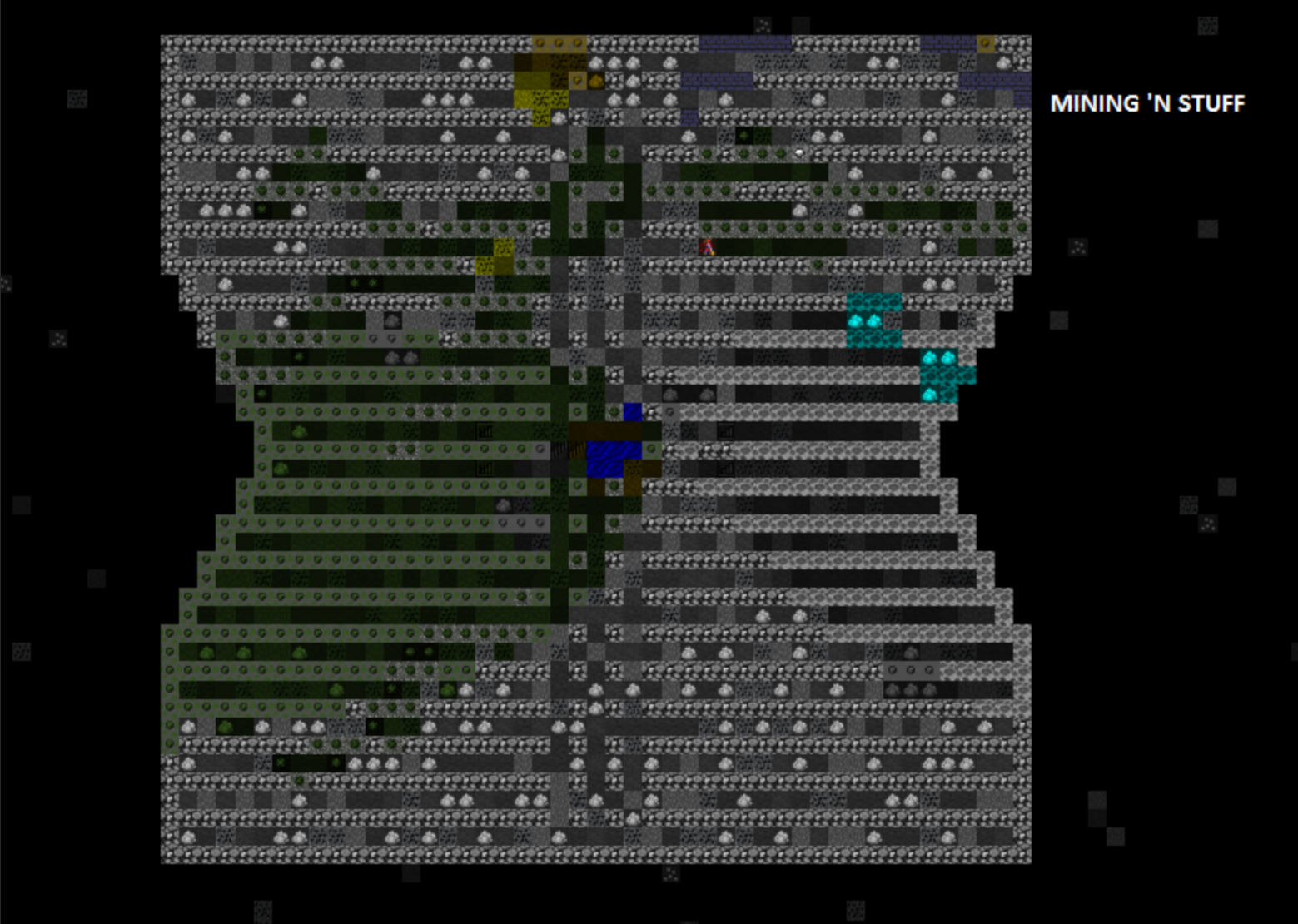
GEMFORGE IS AWESOME FOR EDGED WEAPONS!!

Living rock-rooms for the Lady of Pain. She is your military leader and rather touchy.

Least happy person atm, she is only "content".

Temple of Sin and Temple of Fire.

Both dont work yet, got no reagents.



Spoiler: Succubi, Pets and Deceased (click to show/hide)

Citizens (17)

Meulith Gixice, Miner	Construct rock Door
Diablice Lisaricendemisoure, Miner	Dig
Mirisire Esariremisa vith , Apothecary	Dig
Padaxe Alilismisuvure, Matriach	Collect Webs
Gave Lasoregeurude, Keeper of secrets	Butcher living rock/R
Miresse Gesueiricegurm acinde, Wodwrkr	Sleep
Miresse Geurarelirmale, Engraver	Engrave Wall
`Meph` Lirmisive, Attorney	Construct rock Blocks/R
Cicales Eleurelile, Blacksmith	Construct rock Door
Cacanve Acisuleocacinde, Gem Setter	On Break
Midaceri Aliculalicule, Glassmaker	Process malachite bearing rock/R
Geurol Aricilaruriegemurge, Cook	On Break
Pisodirirelirossole, Dyer & Painter	Engrave Floor
Pixes Misavithlixerme, Milker	Make concrete(8) from slag and ash/R
Esarere Palaremisore, Lady of Pain	Smelt malachite bearing rock Ore/R
Lelire Olirmundemivure, Temptress	Engrave Floor
Miresse Mixisseesarire, Oven operator	Engrave Floor

Pets/Livestock (12)

Stray Devilkin (Tame)	Tame
Soul Wisp (Tame)	Tame
Stray Devilkin (Tame)	Tame
Stray Drowspider (Tame)	Tame
Stray war Cauchemar (Tame)	Tame
Stray war Orthus (Tame)	Tame
Stray war Orthus (Tame)	Tame
Ompsebiscripto, Stray war Orthus (Tm)	Tame
Stray war Orthus (Tame)	Tame
Gemurge Mirmovasare rice, Nahash (Tam)	Tame
Muravande Ecarmilandi lgrgl, Nhsh (Tm)	Tame
Stray war Tentacle Monster (Tame)	Tame

Dead/Missing (9)

Inte Hobeebonto, Kobold Thief	Deceased
Frogman	Deceased
Nith	Deceased
Nith	Deceased
Nith	Deceased
Nith	Deceased
Nith	Deceased
Nith	Deceased
Nith	Deceased

So far, so good. All Succubi alive. 2 migrant waves, 8 and 2.

16 females, 1 male.

All lifestock alive, the Orthi should hopefully give birth to puppies soon. There are 3 female ones that can have litters.

Most of the Nith died off-screen in the cave, I think they wandered down into the caverns and something ate them.

The frogman too, something killed it in the caverns.

Kobold thief got ripped apart by a war Orthus.

Outpost Mixeaxeure, •Runjack•

FPS: 150 (27)

1st G

Created Wealth:

Weapons:

Armor and Garb:

Furniture:

Other Objects:

Architecture:

Displayed:

Held/Worn:

68618*

1669*

2781*

8685*

22007*

20201*

10845*

2430*

Imported Wealth:

Exported Wealth:

15387*

16485*

Food Stores:

Meat

Fish

Plant

12

None

None

Seeds

Drink

Other

64

None

241

Population:

17

Miners

Woodworkers

Stoneworkers

Rangers

Metalsmiths

Jewelers

Craftsuccubi

Nobles/Admins

Peasants

Children

Fishery Workers

Farmworkers

Engineers

Trained Animals

Other Animals

5

1

2

None

1

1

1

1

None

None

None

5

None

A

A

H: 0/0/0/0/1/14/2

2 ecstatic, 14 happy, 1 ok. Overall good. :)

Save Download: <http://dffd.wimbli.com/file.php?id=10283> (<http://dffd.wimbli.com/file.php?id=10283>)

Notes for the next overseer: Only one lever exists, it raises the bridge. The lever is in the dining room. There are no stockpile links. There

are no workshop profiles. Most people have tons of active labors. We have unlimited water and fuel (heat the forges). The cave is walled-off. There is no military, we rely on cage-traps and the bridge. The reason for this is that we have no good armor materials for fighters, and that Succubi can corrupt captured invaders. For that we need invaders trapped in cages; ergo the many cage traps.

All nobles have what they require, we have a graveyard prepared if the worst happens. No injuries, no deaths so far, but building a hospital would be wise. FPS was a solid 150 for me, all good. Good luck. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 06:09:51 pm**

Quote from: Bigheaded on December 20, 2014, 05:26:02 pm

Cheers Meph,

I'm gonna get the ball rolling on human year 2, as i'm up for a bit of DF atm. Don't know a lot about humans. But unlike dwarves, they SHOULD have cities, so i will be heading upwards!

Not entirely sure about it being made of wood (or so it appears), so we apparently live in a giant shed... hmm.
also, no booze? Yes we arn't quite as bad as those dwarves, but i'm sure most humans require a bit of alcohol, or in some cases... a lot!

I'll take humans, seeing it's available. I'm aware than402 wants it back after a years done :P

Quote from: smakemupagus on December 19, 2014, 02:20:00 pm

Nice good luck everyone. I'll take a turn in year 2. Anything is fine! Maybe Humans?

Hoi Bigheaded, Smake claimed the humans long before you. He is even in the list on the first post. I know he said "anything is fine, maybe humans", so please make it out among yourself. I dont mind who plays what, but I cant just give you the humans without at least asking Smake ;) Just let me know who plays what, and I'll update the first post.

Quote from: Timeless Bob on December 20, 2014, 05:43:51 pm

Sorry about this: My hard drive crashed and I've needed to order a replacement, so I'll be ghosting the forums with this loaner Mac until it gets here and I can get the OS uploaded, DF software re-downloaded.

What happens to your Dwarf-Turn now? Do you want someone else to play year 1?

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **smakemupagus** on **December 20, 2014, 06:11:50 pm**

Quote from: Bigheaded on December 20, 2014, 05:26:02 pm

I'm gonna get the ball rolling on human year 2, as i'm up for a bit of DF atm.

Oh, okay, glad i didn't start. Go ahead, i'll take a different turn at some point.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 06:15:17 pm**

Smake, would be nice if you could tell me which race you want :P Most are free for year 2. I'll add Bigheaded for Humans now. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **qorthos** on **December 20, 2014, 06:26:04 pm**

What do you use for marking up images, Meph?

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Meph** on **December 20, 2014, 06:27:35 pm**

The most beloved graphic design program of all times: MS PAINT.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Timeless Bob** on **December 20, 2014, 06:42:00 pm**

I cede the first year of dwarves (and an others that come along until I can actually play one...) to anyone who wants to take it.

Title: **Re: ☼Battle of the 8 Armies☼ - Anyone wants to have a go at Dwarf Mode?**
Post by: **Meph** on **December 20, 2014, 06:49:00 pm**

Ok. I wrote qorthos, he wanted to play dwarves in the second year. I think he'll be ~~happy~~ bummedto take over your turn. Hopefully you can come back for a later turn. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **qorthos** on **December 20, 2014, 06:50:07 pm**

Quote from: Timeless Bob on December 20, 2014, 06:42:00 pm

I cede the first year of dwarves (and an others that come along until I can actually play one...) to anyone who wants to take it.

Bummer. I was looking forward to going second and seeing how you did things.

Title: **Re: ☼Battle of the 8 Armies☼ - Lets GO! Year 1 started.**
Post by: **Bigheaded** on **December 20, 2014, 06:56:53 pm**

Aha, smake beat me to giving up the turn too haha. (original post said i wasn't too fussed, but apparently neither is he)

I'll take it, seeing i can get it done pretty fast anyhow.

Cheers smake!

Title: **Re: ☼Battle of the 8 Armies☼ - Anyone wants to have a go at Dwarf Mode?**
Post by: **qorthos** on **December 20, 2014, 06:58:52 pm**

Spot of bother: the world gen lacks a dwarf civ. Here's all the playable civs and their respective race:

- Umber Confederacy - Gnomes
- Brass of Shrieking - Hermit
- Spider of Hungers - Orcs
- Teal Murder - Warlocks

Melting Gullies - Kobolds
Fed Hug - Succubi
Ticking Kingdoms - Humans
Velvety Incests - Succubi
Matched Sling - Warlocks
Yawning Union - Humans
Buckled Kingdom - Gnomes
Incest of Drips - Orcs
Tusk of Home - Kobolds

And dwarves do not appear on the "Neighbors" list.

Title: **Re: ☼Battle of the 8 Armies☼ - Anyone wants to have a go at Dwarf Mode?**
Post by: **Vozhban** on **December 20, 2014, 07:50:16 pm**

The Hermit - 31 Year, Autumn.

6th Limestone, 31.
Spent first days of autumn moving things between stockpiles. Got annoyed by niths several times. Decided to catch them first, and only than get to jewelry. Used bull's bones to create some mechanisms and cages. Will install it on lower floors of the cave. Somewhere near the lowest hatch.

4th Limestone, 31.
One of my cats have given birth to 3 kittens. Hope they'll be useful. I had enough remains all over the house even before them.

12th Limestone, 31.
Two traps are properly set up. One at the entrance. One at the lowest hatch. Now all I have to do is wait. So I'll cut some gems, after I craft a bin to store them.

14th Limestone, 31.
One of the niths have given birth to a new one. Right near The Dice. In front of the door to my room. That was disgusting. Hope they'll get caught soon.

[Spoiler \(click to show/hide\)](#)



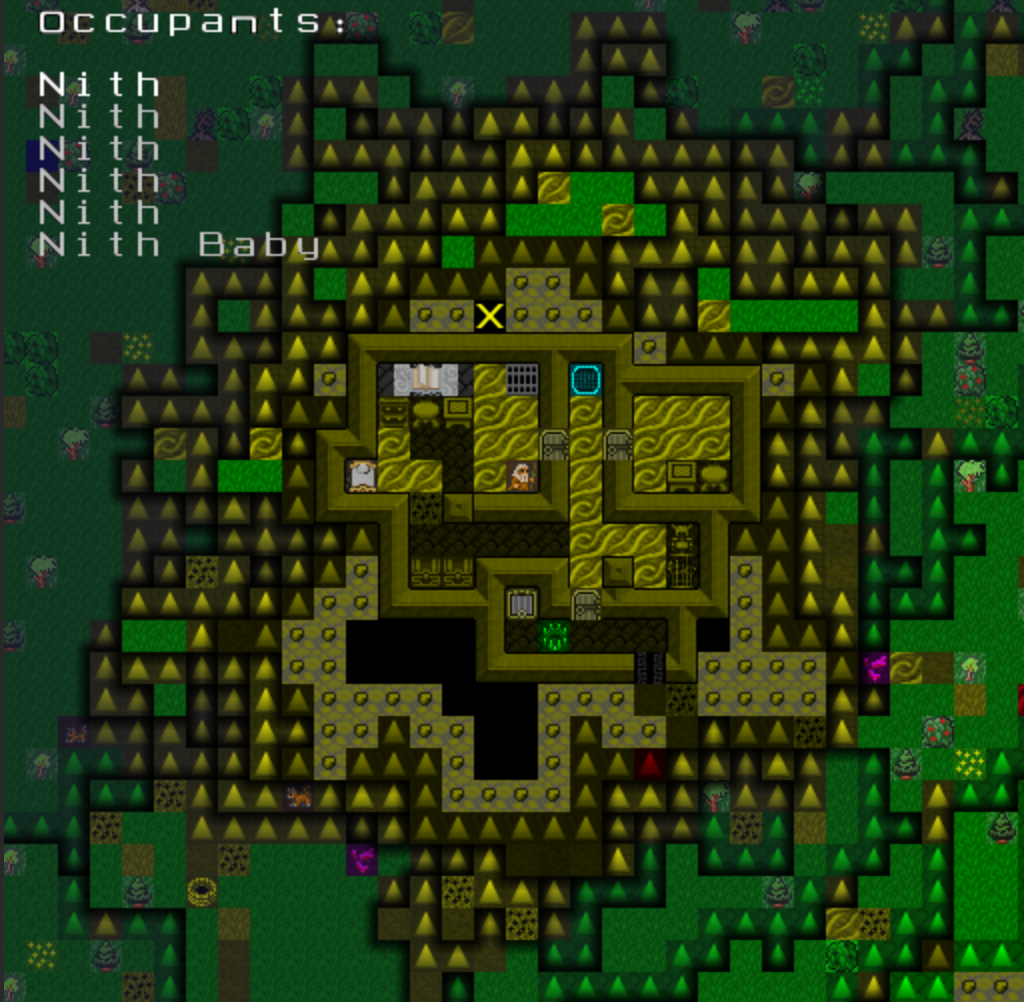
16th Limestone, 31.
One more nith have born a baby. This time in my stone stockpile. I hate these little buggers. How much I hate them. I'll torture them to the death. One at a time. Then I'll butcher every severed piece of them, cook meat and eat in front of those who are still alive. Why do cats ignore them!?

17th Limestone, 31.
I feel myself tired. Perhaps, I should take a break to make my mind clear again. Lying in by bed, I've heard a strange loud noise. I hope that's my cage trap. Even more I hope that it was nith who activated it, not one of the kittens.

19th Limestone, 31.
Now I definitely feel better. I suspect that was The Dice, what made me so angry couple of days ago. Having a walk to my food storage to take a refreshing dip of strawberry wine, I took a look on my trap. The nith inside have been in there for two days. Without food. Without water. It is still alive. Still alive.
It drives me crazy. While drinking I've noticed two more creatures running one after another along the storage rooms. Now I remember why I hate them so much. Have to catch them all. Need more cages. Jewelry can wait.

23rd Limestone, 31.
Now I have 5 niths and one baby in cages. Transferred them in one installed in my room. That's so great to see them all in one small cage, where they can barely move. Never imagined I'll be so happy to look at them. Now, to more important things. Tonight I had a dream. I've seen a construction. A building of some kind. I should try to build it today.

[Spoiler \(click to show/hide\)](#)



24th Limestone, 31.
The process of constructing took more time than I expected, but now the building is finished. I call it the sundial. I tried to use it, but it seems that nothing have changed.

25th Limestone, 31.
Finally got to gem cutting. It turned out to be easier than it seemed. I’ve managed to create a large gem from the first piece of jade. But then everything went worse. Only small, ugly crystals. I am upset now. Should go kick a nith or two in the cage, perhaps. While I was busy working with gems, one of those disgusting abominations have born a baby. Right in the overcrowded cage. Still, I am not very upset with this. The worse they feel – the better I feel.

[Spoiler](#) (click to show/hide)



26th Limestone, 31.
One more birth by a caged nith. Like rabbits. Hate them.

1st Sandstone, 31.
I am done with gems. The most fun part was encrusting large jade gem with a small rock crystal. Now I am planning to carve a bone statue. And then do a bit more archaeology. I seem to have found a relic of some kind in the cave. And only then I’ll get to metallurgy. Statue is ready. It is really great. I’ve cut an image of Usen, my favorite god and me. Though, I am not sure how I look like, so nobody will ever guess who is on this statue with Usen. Now I need a chair and a table to make one more workbench to make work with gems easier.

[Spoiler](#) (click to show/hide)

This is a bone statue of Usen the Bulwark of Searching.

The item is a image of Usen the Bulwark of Searching, the deity of generosity, sacrifice and charity, depicted as a male hermit and hermit in bone by Zoden Thokitmestthos. Usen the Bulwark of Searching is making a submissive gesture. Usen the Bulwark of Searching is surrounded by the hermit.

3rd Sandstone, 31.
Today my entrance trap caught somebody. I was sure that was one more nith. But much to my surprise it wasn't there. A kakapo got caged. I do like this green parrot. He looks much better than the pile of niths in my cage.

6th Sandstone, 31.
I've decided to try myself in taming. I've given that parrot a piece of meat. It liked food a lot and now seems to like me too. Though I am not sure, whether it likes me, or my flesh. Now I should go collect some fossils.

[Spoiler](#) (click to show/hide)

A small flightless green parrot.
It is nocturnal and counts itself
among the longest-lived birds.

He is enormous yet skinny.
His feathers are green.
His skin is ecru.
His eyes are black.

9th Sandstone, 31.
While walking downstairs to take fossil to my workbench I've discovered that a giant fat drowspider got caged in my lower trap. It is red and about four times bigger than me. Probably, I should try to tame it as well as a parrot, but I am afraid I am not skilled enough now. So I should wait a bit and deal with that fossil already.

[Spoiler](#) (click to show/hide)



11th Sandstone, 31.
I've spent two days restoring fossils. I managed to obtain several ancient weapons, all made of deep bronze. Zweihander, superior halberd and well-preserved legendary long sword. I think those weapons could be used to build several traps. But that is later. For now, I am finally getting to metallurgy.

12th Sandstone, 31.
While mining cassiterite, I've discovered a great mossy cavern under my cave. Should investigate later. But now it is too risky. Maybe after I tame drowspider, I'll take it with me to the caverns. But later. Much later.

18th Sandstone, 31.
During the past six days I've built myself a forge, a smelter and carved a bone mechanism for an ore processor. Now I am planning to burn some wood to coal, smelt some ore and try to encase The Dice into metal. I hope it will lower its influence on my mind.

[Spoiler](#) (click to show/hide)



22nd Sandstone, 31.
I've built a wood oven on top of the hill, right next to my butcher's shop and sundial.

[Spoiler](#) (click to show/hide)



24th Sandstone, 31.
Six trees cut. Will burn them to coal tomorrow.

1st Timber, 31.
Today something rot in the storage rooms. Miasma is all over the cave now. Despite that I've finished processing cassiterite. More and more often I think of building a metallurgist's workshop.

[Spoiler](#) (click to show/hide)



3rd Timber, 31.
Now I have three tin bars and two copper bars. Seems like time to encase The Dice.
While moving bars to storage i've noticed that one of my kittens has tattooes. Think it is The Dice playing jokes with my mind. Again.

Spoiler (click to show/hide)
A small mammalian carnivore. It is usually domestic and hunts vermin.
She is gigantic with incredible muscles tattooed with pictures of skulls.
Her hair is raw umber. Her ears are copper. Her tail is ivory.
Her head is chestnut. Her front paws are mahogany. Her rear paws are burnt umber.
Her skin is pale chestnut. Her eyes are mahogany.

4th Timber, 31.
I was walking to get The Dice, but suddenly spotted a reptile woman in my storage. How the hell she got past my cage?! Well, I’ve found it out later. Luckily, I take my sword wherever I go. I quickly sliced intruder in two equal parts and moved down to check the cage trap. And I found another reptile man in a cage. I’ll think what to do with him later. Turned out that my victim slaughtered three of my five cats before I put her to rest. Butchered her corpse and cats’ remains. Nothing should be wasted.

8th Timber, 31.
While I was butchering and hauling, somebody emptied the cage with my kakapo. It turned out to be a cave swallow man. Another one got caged by the entrance trap. Doesn’t really matter.

12th Timber, 31.
I put my kakapo into a newly installed cage in the dining room.

22nd Timber, 31.
I studded The Dice with tin. Can’t remember anything after I brought it to my forge. I regained consciousness on the floor. The Dice was lying nearby. I was terrified. It damaged my mind more than I thought. It made me make a tin picture on it instead of isolating its warpstone surface. Had to return it back to its old place.

23rd Timber, 31.
I think I’d better have a rest until end of the month. Need to clear my mind after the last contact with The Dice.

Title: **Re: ☼Battle of the 8 Armies☼ - Anyone wants to have a go at Dwarf Mode?**
Post by: **smakemupagus** on **December 20, 2014, 08:26:35 pm**

Quote from: Meph on December 20, 2014, 06:15:17 pm
Smake, would be nice if you could tell me which race you want :P Most are free for year 2. I'll add Bigheaded for Humans now. :)

I'll take Kobolds year 2 if it's still open, or the next year they're available.

Quote
Cheers smake!

No worries, good luck!!

Title: **Re: ☼Battle of the 8 Armies☼ - Anyone wants to have a go at Dwarf Mode?**
Post by: **Taupe** on **December 20, 2014, 09:43:28 pm**

You should probably make this first turn a 2 week thing, seing how this is christmas week and all. I don't have the time to start right now, and as I can see I'm not the only one in the same situation.

Otherwise I'll have to skip my turn over to someone else.

Title: **Re: ☼Battle of the 8 Armies☼ - Anyone wants to have a go at Dwarf Mode?**
Post by: **zach123b** on **December 21, 2014, 02:54:14 am**

i should have the second year done within a day or two. first time doing something like this so ill try to make it interesting

this is done using mwdf 6.1, right? not the new one posted a couple days ago? i couldnt find anything in the first post and should i post a year summary or seasonally over a some time? one post or is it ok to double or triple post as needed?

Title: **Re: ☼Battle of the 8 Armies☼ - Anyone wants to have a go at Dwarf Mode?**
Post by: **smakemupagus** on **December 21, 2014, 03:07:46 am**

it's 6.2. Meph waited until the release to start this game.

Title: **Re: ☼Battle of the 8 Armies☼ - Anyone wants to have a go at Dwarf Mode?**
Post by: **Meph** on **December 21, 2014, 05:52:32 am**

Ok, lets clear some things up.

qorthos: You are correct. No dwarven civ, my mistake. I saw a civ in the mountains using the same icon as the dwarf civ. I just checked, its the dwarvish Hermit. I genned the world again, same seed, same geography and all, but with a dwarven civ. Here the save: <http://dff.d.wimbli.com/file.php?id=10288> (<http://dff.d.wimbli.com/file.php?id=10288>)

zach123b: It is 6.2, the new one. You can post a 1 year summary, or write out a month or a season or a single day, there is no real time limit. As you like best. Doesnt matter if its a technical description of what you did or a glorious story. Stories are better in story forts though, at least from the readers perspective :P

Taupe: I thought people had more time over christmas, seeing how they dont have to work. The others had problems with their PC, not with their time. Should I skip you and add you to the raster of the second year?

smakemupagus: Added you to the Kobolds. :)

Gamerlord: I cleared you from the first year. Hopefully you can figure out whats going on and come back for a year2 :)

Vozhban: Nice work. :) The Hermit is coming along fine I see.

All this means we need one or two new players for year1. Orcs and Warlocks. If no one wants Warlocks, I could do them. :P

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Bigheaded** on **December 21, 2014, 10:21:27 am**

Humans

Journal of Bigheaded the Cheesy

I shall begin with a little about myself, I am 33, cheese maker by profession hence the name, although i dont really care for cheese, which is why i left!
I have been told to tell others what to do, as i've been a public speaker in the past and seem to be competent with talking with people, the last guy apparently never spoke to anyone!

My initial overview, we have a good wall surrounding the place which is a good start. But whilst the fort is new, we need some guards to keep people in order and to keep people who deal with us in order! We need to be strong to survive!
Also, we appear to be making EVERYTHING out of wood, heck we're no better than those elves. We need to build with stone which will last generations! I'm also not keen in living in a shed!
A few people were injured, apparently some frog jumped out the water and attacked, which confirms my thought on sorting out some guards.
There is no alcohol at all, which is a worrying thought. Also, the well has been built over a murky pool which is frankly disgusting, especially considering the river is fairly clean nearby. Still we have many plants which can be turned into booze, i shall look into this immediately myself, mostly so that i can "store" a few for later, one of the perks of the job i say.
I am pleased to see the deceased have been buried underground. Not entirely sure about mining right next to them but still, they are where they're meant to be!

Other than that things seem to be in order ready for some activity
Plan:
1. Sort out some booze, everyone loves a good drink
2. Make the well supply clean water
3. Sort out some form of military in full copper armor (all we have for the moment)
4. If i get time, start looking at building a few houses, possibly extend a few walls

Not done anything, just sorting out what i think needs doing. Which thankfully isn't a lot. So should be somewhat straight forward.

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **qorthos** on **December 21, 2014, 10:52:41 am**

☼Dwarves☼ - An Introduction

The King has granted my petition to start a new settlement. But he, in his majesty, stipulated that we build the fortress far, far to the south of the Mountainhome. After many months of travelling, myself and my six companions finally arrived at the site. The site looks promising, there is plentiful water, trees and even exposed gems and ores on the hill face. With such resources so easily visible, this will be a site of remarkable industry. I have decided to name the new fortress Gemclashed, in expectation of finding more gems below the surface.

My only concern is security. The site is too far away from the Mountainhome to rely on them for defense. We must look to ourselves. Outfitting an initial military must be our top priority.

I've embarked with:

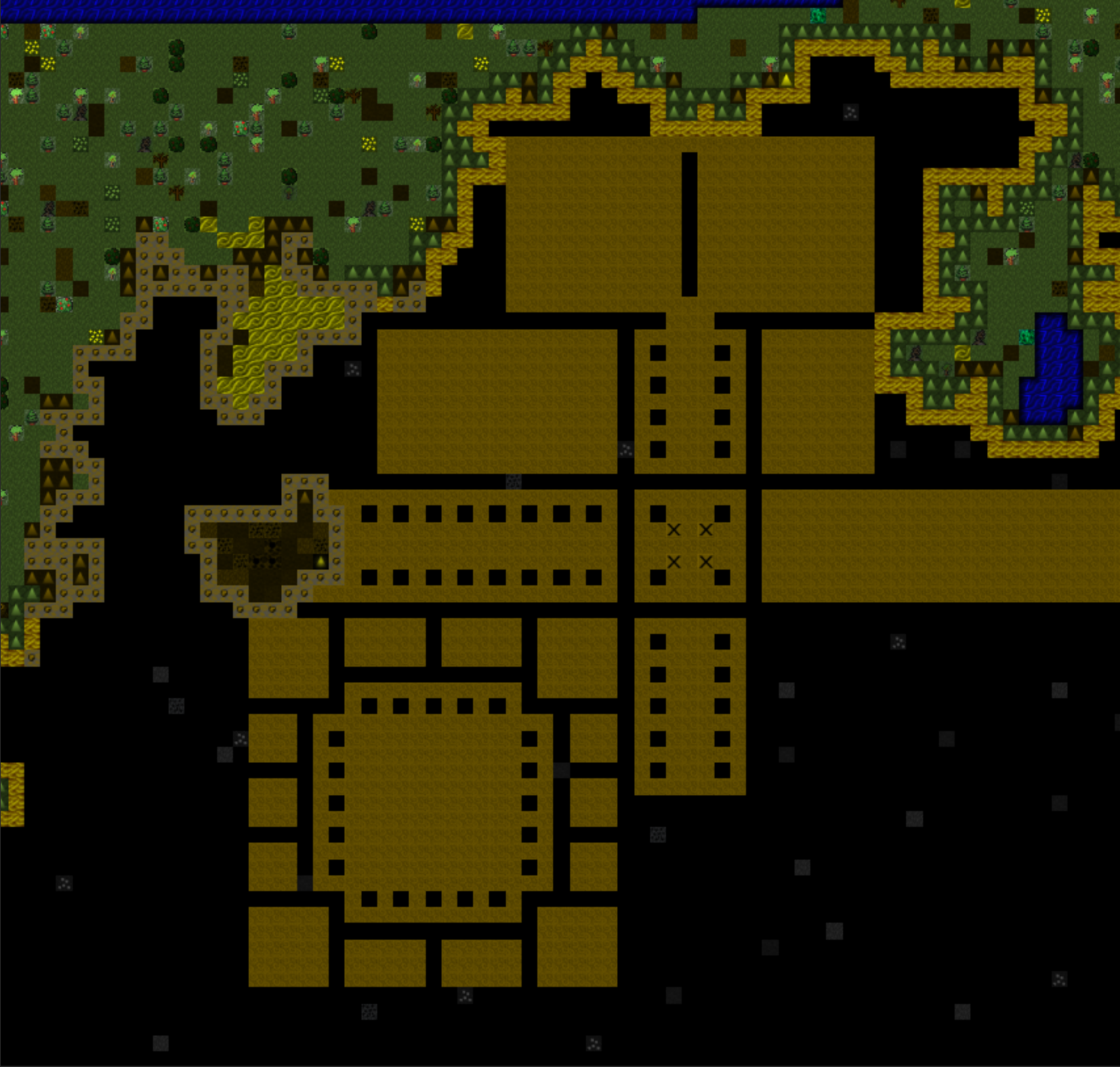
- (2) Miners / Rune Engravers
- (1) Farmer
- (1) Mason/Stonecrafter
- (1) Crossbowdwarf
- (1) Armorer/Weaponsmith (that's me - Qorthos Mesushat)

Initial tasks that I've ordered:

- Build a Carpenter's Workshop, a Bowyer's Workshop and a Leather Works to start outfitting Saneb the Crossbowdwarf.
- Mine out some of the exposed malachite that is exposed on the hill. I'll use that for the first batch of bolts for Saneb.
- Build farms for Rope Reed, Fisher Berry and Bloated Tubers.

Laying out an initial set of rooms and hallways has fallen to me. I wish I had paid more attention to my architecture teachers. How wide should a hallway be? I dunno, let's make it five tiles with a colonnade. Those are architecturally pleasing, right? How many sets of stairs should we build in the central shaft? Four?

Spoiler: [Initial Fort Layout](#) (click to show/hide)



Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Meph** on **December 21, 2014, 11:32:11 am**

Quote from: Bigheaded on December 21, 2014, 10:21:27 am

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Not done anything, just sorting out what i think needs doing. Which thankfully isn't a lot. So should be somewhat straight forward.

If I might suggest a few things: 1. Humans dont need alcohol. 2. Clean water they do need. ;) 3. Copper might be the only material in the ground, but you can buy steel/other materials. Remember, humans are traders, not miners. 4. Good idea, maybe make use of the hill to save build time and surface area.

qorthos: Nice, glad that everything works now. Sorry for the hick-up, I really didnt notice that there was no dwarf civ in that other save.

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Bigheaded** on **December 21, 2014, 11:39:47 am**

Quote from: Meph on December 21, 2014, 11:32:11 am

Quote from: Bigheaded on December 21, 2014, 10:21:27 am

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qorthos: Nice, glad that everything works now. Sorry for the hick-up, I really didnt notice that there was no dwarf civ in that other save.

Was aware that we were traders, but other than the fishing industry and i suppose wood industry, we don't generate a lot of income at the moment.
They may not "need" alcohol but they can have some anyway :P
Copper is simply the fastest way of getting 2 full sets of armor. Would intend to buy steel later, but that's more a year 3 thing, for now copper should be adequate, the weaponsmith/armorsmith will need to get their eye in anyway..
Hopefully can get some other items we can sell going.
Was intending to use the hills, although building against hills is a terror to make a perimeter wall from what i've found anyway.

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Meph** on **December 21, 2014, 11:41:19 am**

Tough leather is as strong as copper... its a really bad armor material, and any invader with iron gear will slice through it. Your units will just be slower and easier to hit. At least from my experience. ^^

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Immortal-D** on **December 21, 2014, 11:52:26 am**

Query; are we allowed to take multiple turns for different races? Was hoping to learn Kobolds here, but if I can claim them later, starting an Orc clan would be !FUN! as well :)

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Meph** on **December 21, 2014, 12:00:56 pm**

Sure. :) I can add you for the orcs, first year if you want. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Urist Mc Dwarf** on **December 21, 2014, 12:05:53 pm**

Could I have a Hermit turn?

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Boltgun** on **December 21, 2014, 12:11:11 pm**

Gnomes : Year 1 – Spring

I have no idea of what I am doing



The team takes some time to write a quick inventory of everything they could salvage. There is a few kiwi chicks who were to be reintroduced into the jungle. A huge horse that humans sold to the university a couple of years ago, the pack animal who was still attack to the wagon. There is not a lot of food, as most barrels were washed away by the river, but at least there is tools: picks and hatchets, plus a crate of delicate geology gadgets.

After a simple session of voting, counter voting, arguing, anonymous suggestion gathering, bias detection and report writing, the group has chosen a manager, psychiatrist, chief medic, broker, bookkeeper... and Noodles as a leader. The other six gnomes decided to repeat the process from scratch and Noodles ended not only as the leader again, but broker as well! The team estimated its chance of survival at 4.16%, if they ignore a few scenarios involving natural disasters and humans.

Because the gnomes hopes for help to come as quickly as possible, they named their camp "Shipdirect".

No one likes geology

Noodles pulled a food barrel aside, climbed on top of it and, adjusting his glasses raised his hand prepared himself for his introduction speech. "Listen everyone! We know we are not living an optimal start right now, but I want you to acknowledge that under my guidance, even your incompetent minds will be able to unfold the secret of time and space as we know it. So if you all execute my instructions to the letter, our progress will be legendary!", that is the speech he wanted to give to his colleagues. Unfortunately he was cut short after "Listen!" as the barrel vanished under his feet. Everything became a blur as the scientist fell through through the ground.



"Ah, you found a natural geologic formation Noodles!" shouted a gnome outside, "What do you see? Is it safe?".

"Ow, ow ow! It hurts, what do you think I am, a dwarf! It's dark down there...". In an attempt to get away from the complaints, the glassmaker walked around the area, taking note of the quality sand that will let her produce decent test tubes, what seems to be ore in the hill side and otters playing in the water. The webs hanging on the trees seems to indicate that spiders might be lurking nearby.

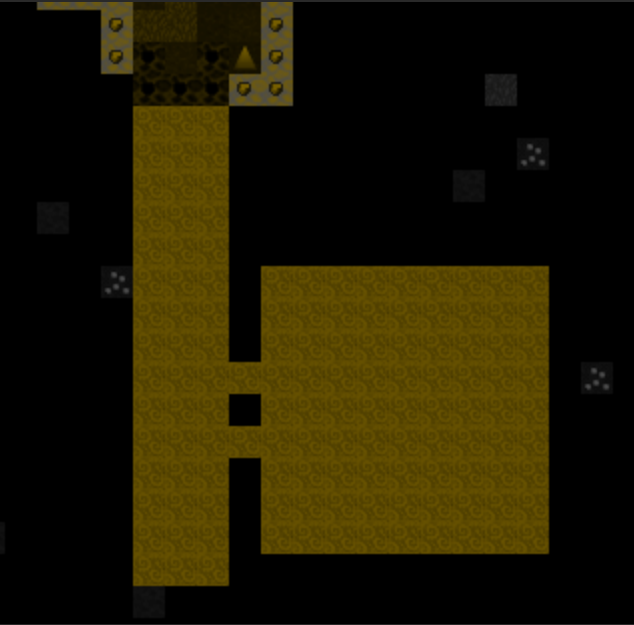
The team moved its meager reserves in the cavern.

It's like a teeth rot for rock

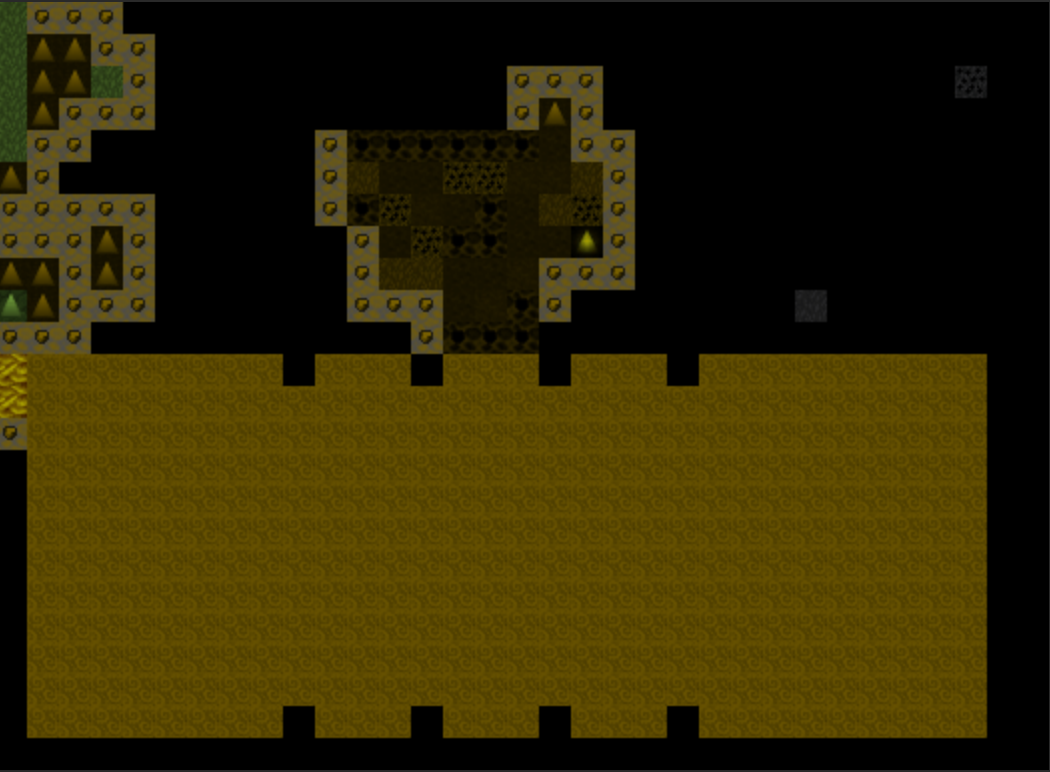
Since Burosize enjoys pulling plants, he is sent downwards to gather both woods and fruits. Meanwhile the miners started enlarging the cave into rooms. The gnomes lack construction materials so living in the daylight is not going to happen and they will have to dig a bunker instead. In the future the gnomes hope to dig windows and let the light in.



A farm to plant the few seeds they could find and to harvest eggs from the kiwis.



A simple square area nearby that will serve at everything until proper rooms are built.



And of course the first workshop that will produce the tools required for the laboratories (and survival).

No one like spelunking either

Noodles screamed out of nowhere (again), as lizardlike humanoids ran around sniffing the new arrivals. Those 'Nith' as they are called apparently lived in the lower parts of the cave and does not seem to be hostile, suggestion has been made to befriend them as a social experiment.

Then bad news came from the food stock. Food is disappearing faster then expected and claw marks can be found around the stockpile. The logical conclusion is that moles are taking the few fruits gnomes saved from the disaster. As noble feeding hungry animals is, the seeds from those fruits will be missed.

A Giant Mole has stolen (fisher berries [5])!

The excavation somehow rendered the upper layers impossible to reach. As a change of plan a simpler entrance has been dug at ground level to reach the outdoors. Also the niths killed two kiwis, that's an interesting development.

--

The gnomes seems to have issue with the place's geometry and stopped going and picking items despite running up and down the hill and are spamming me with inaccessible items warning.

Living area + Food, a farm the gnomes won't plant seeds into (probably what the innaccessible spam is referring to). The meeting hall is under construction and will have a well in the middle.
[Spoiler](#) (click to show/hide)



The main entrance I added when gnomes stopped reaching the food stockpiles. The first workshop are producing furniture and beds as well as blocks to complete the entrance.
[Spoiler](#) (click to show/hide)



Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Immortal-D** on **December 21, 2014, 12:43:54 pm**

Aight, I'm starting the most glorious hilarious Orc outpost ever. Also, might be worthwhile to have 2 threads. One for updates, one for discussion. If you can keep track of everything in a single thread, more power to you.

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **IndigoFenix** on **December 21, 2014, 12:49:14 pm**

Liking the look of this. Cave embarks are always fun. The Nith infestation is already making for interesting parallel storylines.

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Meph** on **December 21, 2014, 01:03:39 pm**

Quote from: Immortal-D on December 21, 2014, 12:43:54 pm

Aight, I'm starting the most glorious hilarious Orc outpost ever. Also, might be worthwhile to have 2 threads. One for updates, one for discussion. If you can keep track of everything in a single thread, more power to you. Lastly, can we get world d/l in the op?

Should be one thread, Masterwork is taking up enough forum space already. :P Thats why I link to each update from OP. I can add the download link to the OP too, but there will be lots of links flying around once people finish their turns.

Quote from: IndigoFenix on December 21, 2014, 12:49:14 pm

Liking the look of this. Cave embarks are always fun. The Nith infestation is already making for interesting parallel storylines.

I hope so. :) Although I'm surprised to see that I'm so far the only person that closed the cave. People semm to be ok with cave bears, reptile people and other critters running around their forts.

Edit: Added the download links to the first page, on the bottom.

Immortal-D, I added you as the Orc player. Good luck. :)
Urist Mc Dwarf, You are added for Hermit Year 3.

Updated first post with links to all story posts.

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Bigheaded** on **December 21, 2014, 01:15:06 pm**

Quote from: Meph on December 21, 2014, 01:03:39 pm

Although I'm surprised to see that I'm so far the only person that closed the cave. People semm to be ok with cave bears, reptile people and other critters running around their forts.

Than402 closed it for humans i believe AFTER something escaped from there and decided that it wasn't gonna happen again :P

Possibly after the frogwoman gave out some injuries.

As you've seen, the humans were placed on the largest flat area (fully agree on a new fort above ground), whilst it seems most others are building on the inside.

I see the other reason you were suggesting to just buy steel. I just got about 2 copper from 10 sets of malachite, the rest being slag lol.

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Meph** on **December 21, 2014, 01:18:00 pm**

Did you process it before you used the ore? Or did you smelt "ore-bearing rock", which is a bad idea. :P

Frogpeople, he? I saw a dead one in my unit list... something in the caverns killed it before it could run out.

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **qorthos** on **December 21, 2014, 01:19:55 pm**

☼Dwarves☼ - Spring Report

Spring started off poorly: a Nith killed the only male leatherwing bat we brought with us. And it doesn't seem like either of the female bats are pregnant. Not long afterwards, an alligator trundled and land and killed our farmer Takuth. Poor Takuth, I barely knew thee. We entombed him in the upper reaches of the cave. The coffin is made of lowly sand stone, and the walls are bare and drab. Hopefully we can fix that in the future.

I ordered Saneb to bludgeon a Nith that got inside the fort to death. I then butchered the it, poorly I might add, but it is done. I've turned the Nith bones into bolts for Saneb and ordered him to take over the task of farming. Should another alligator arise, he should be able to drive it away now.

The workshop spaces are mostly finished, and I've got the first set of copper bolts out to Saneb.

Spoiler: The fort as it exists at the end of Spring of the First Year (click to show/hide)



Did you process it before you used the ore? Or did you smelt "ore-bearing rock", which is a bad idea. :P

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **Meph** on **December 21, 2014, 01:44:21 pm**

Did you process it before you used the ore? Or did you smelt "ore-bearing rock", which is a bad idea. :P

Guess i got some researchin to do lol. Not entirely sure how to process it. I'll have a look now i know about that ;)

Title: Re: ☀Battle of the 8 Armies☀ - Warlock player wanted. :)
Post by: Boltgun on December 21, 2014, 02:09:48 pm

A few expedition members found our shelter: a furnace operator, a fishergnome and a soap maker. They also brought a few test subjects found further up the river stream: A fire blob, a rattlesnake and a couple of poults. The nith quickly killed the poults. Much to the despair of a biologist who intended to study their diet, Noodles refusal to show care about this aborted experiment did not really help.

The gnomes can safely classify Niths as 'nasty vermin'.

The soap maker is tasked to put whatever seed into the ground. A farming space is being prepared outside to grow strawberries and other kinds of plants to be mixed with fish. With hope that will provide enough nutrients for the gnomes intellect.

There will be no experiment without administration. Offices has been carved out between the mess and the rooms. With this sudden injection of proper management, Noodles could see that the farms are filled and that they have enough fish and fruits to last the year.

Construction of the laboratories can now start and nothing can go wrong.

Everything go wrong

And all of sudden...

In panic I sent the miners and the two gnomes who happened to hold the hatchets. Before it was over, I lost 3 gnomes, including Noodles and more are wounded. This is why I never make any plans.

The everything sucks experiment

A couple of reptile people ran out of nowhere, they were much larger, much much larger then the nith! The confusion was complete until the miners managed to dig holes inside the reptile men and not without wounds. One courageous miner lost a foot in the process and for unfortunately his screams echoed very well in the cavern.

The aftermath is terrible and the gnomes were mixed with the joy of seeing Noodle thrown across the room and the grief of having the round 4% chance of survival drop to 0.16%. In addition to the casualty of three, statistics shows that at least 2 more will succumb to premature insanity.

A new leader has been chosen and with her, a new directive. Her first experiment, as she described it, is "screw science, start a forge, make weapons and SEAL THOSE DAMN CARVERNS!".



Pictured : Corpse, blood, a stone floor designation and a tantruming miner. Gnomes do tantrum, good to see!

Pardor Begankolthel, Miner is stricken by melancholy!

Well, that was quick. The picks were passed to the remaining mentally stable gnomes and coffins were ordered as well as a room near the entrance that will serve as a barracks.

And so summer ends. With my face on the desk.

The entrance, wiht remains and stockpiled gnome corpses.
[Spoiler](#) (click to show/hide)



Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **qorthos** on **December 21, 2014, 02:21:53 pm**

And I thought I had a rough start! Ouch!

Title: **Re: ☼Battle of the 8 Armies☼ - Orcs & Warlock players wanted. :)**
Post by: **qorthos** on **December 21, 2014, 03:04:02 pm**

☼Dwarves☼ - Summer Report

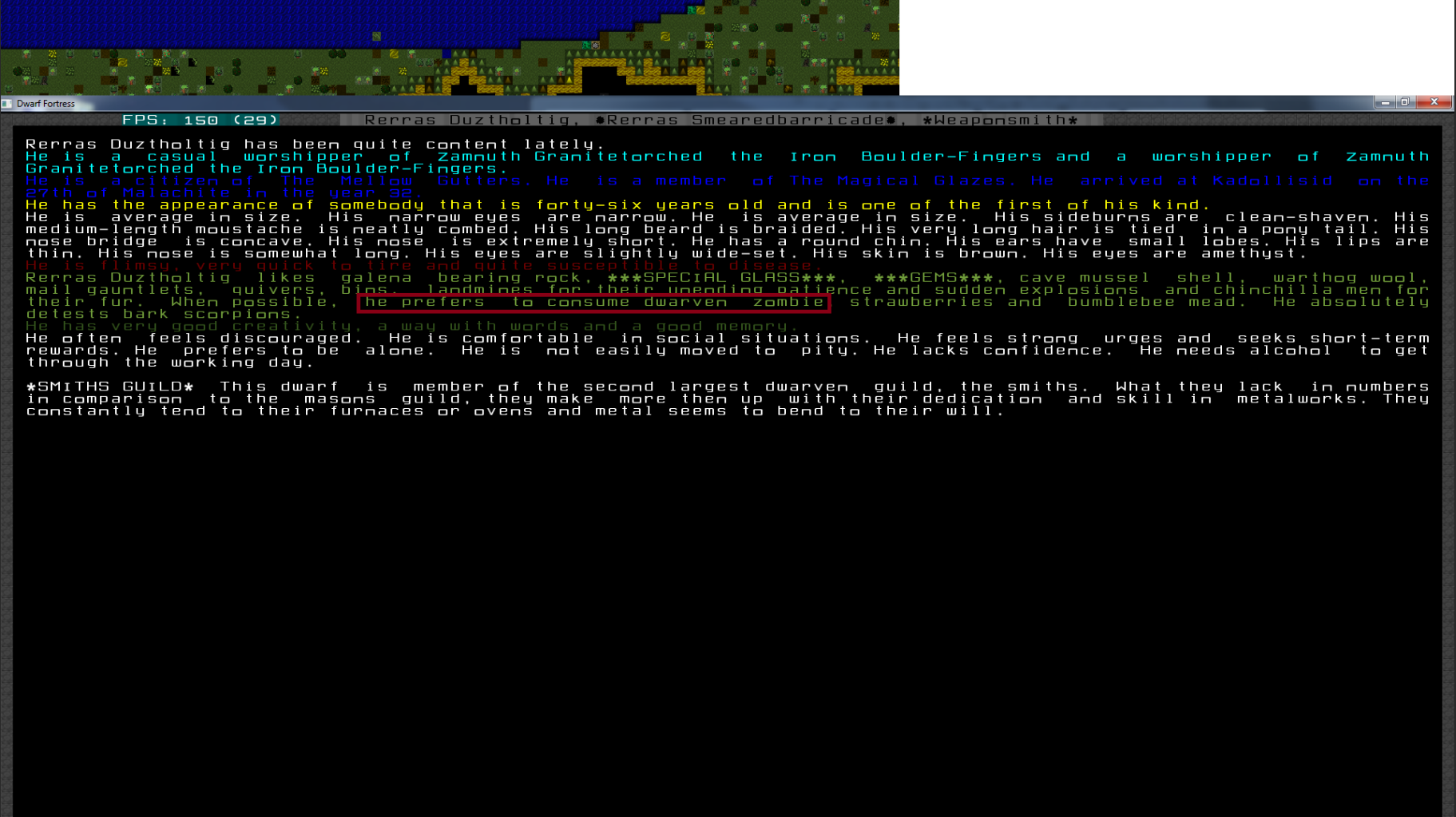
Praise the miners! While digging a ramp down into a mining area, the miners discovered cassiterite! Bronze production will start immediately!

Early in the summer, a Longhorn Cow was spotted roaming the high reaches of the hills. Saneb immediately took after it and unloaded all

of his new copper bolts and most of his bone bolts into it. It bled to death some time later. About a month after the slaying, we finally got around to butchering the cow. From the one corpse, we recovered 167 meat, 10 stacks of bone, horns, hoofs (glue!) 28 fat, 16 wool and misc hearts, stomachs and guts. This will keep us in meat for many months to come!

Not long after the Longhorn was slain, a group of 11 migrants arrived, praise be to Armok, the extra hands were desperately wanted. New farming, crafting, smelting and woodworking tasks were assigned. I was also able to offload certain small tasks that I was handling, like butchery, tanning and leatherworking to a crafter. Amongst the migrants was a young Smith's Guild Weaponsmith named Rerras. The first thing he asked me was if I had any dwarven zombie meat. His companions quickly assured me that Rerras was not, in fact, a cannibal. He only perferred meat tainted by necromancy. He also keeps a plump helmet man as a pet. I'm going to keep my eye on this one.

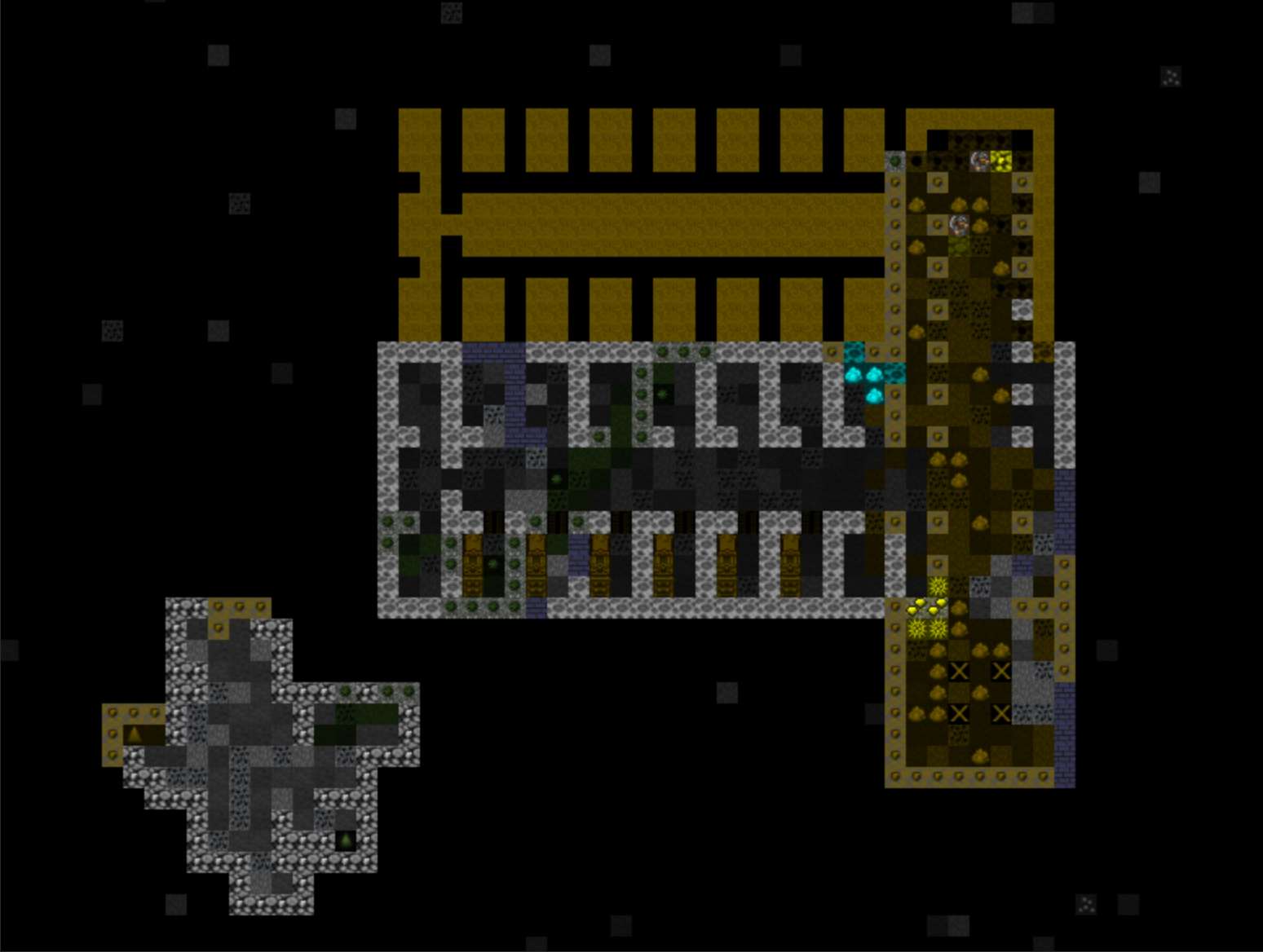
Spoiler: Rerras's thoughts (click to show/hide)

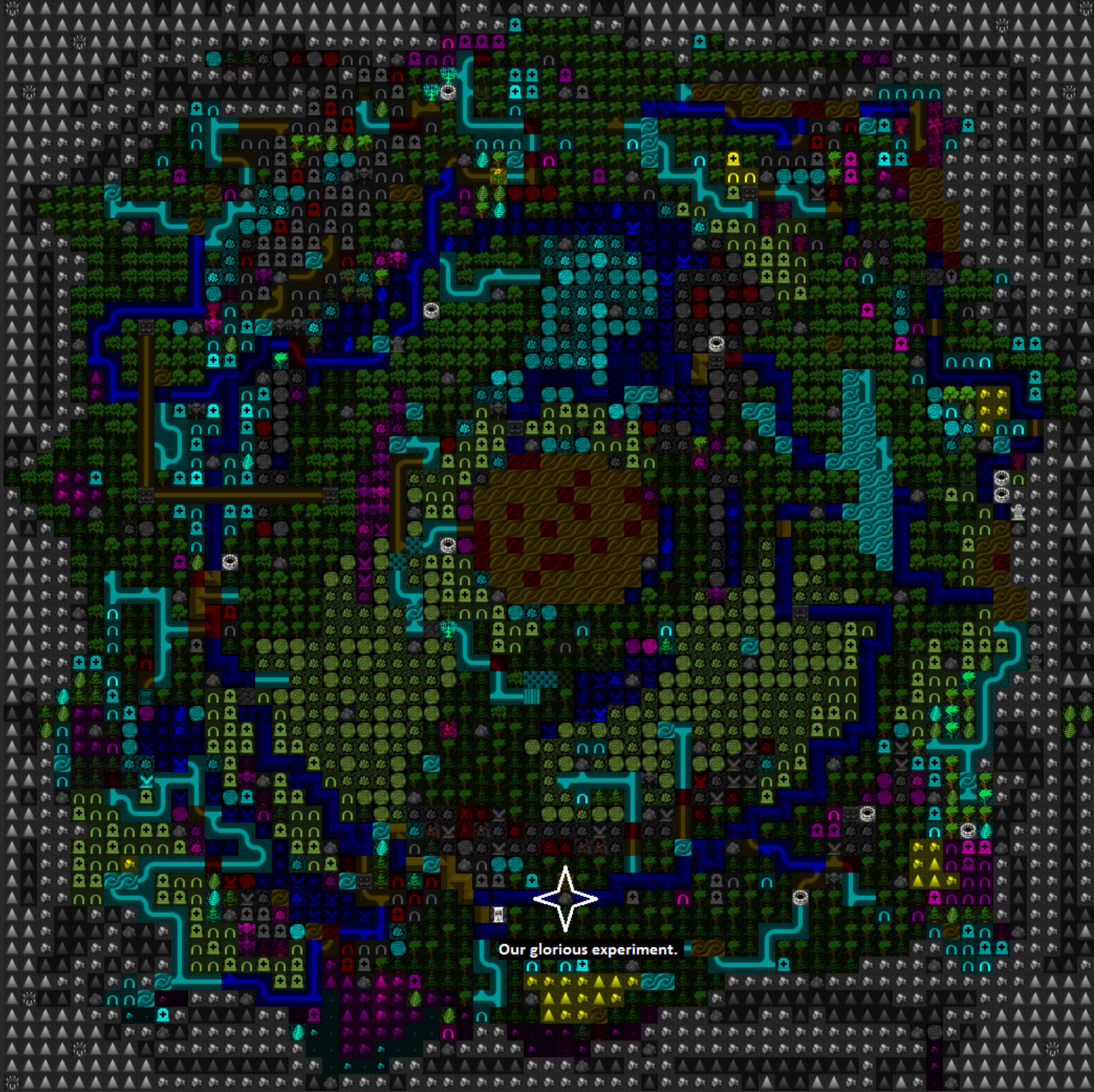


Later that night, a group of coyotes woke me from my slumber with their incessant howling. I stumbled out of bed and looked across the river and spotted them on the far bank. Saneb asked me if I wanted for him to slay them, but I thought it best to preserve his limited stock of bolts for now.

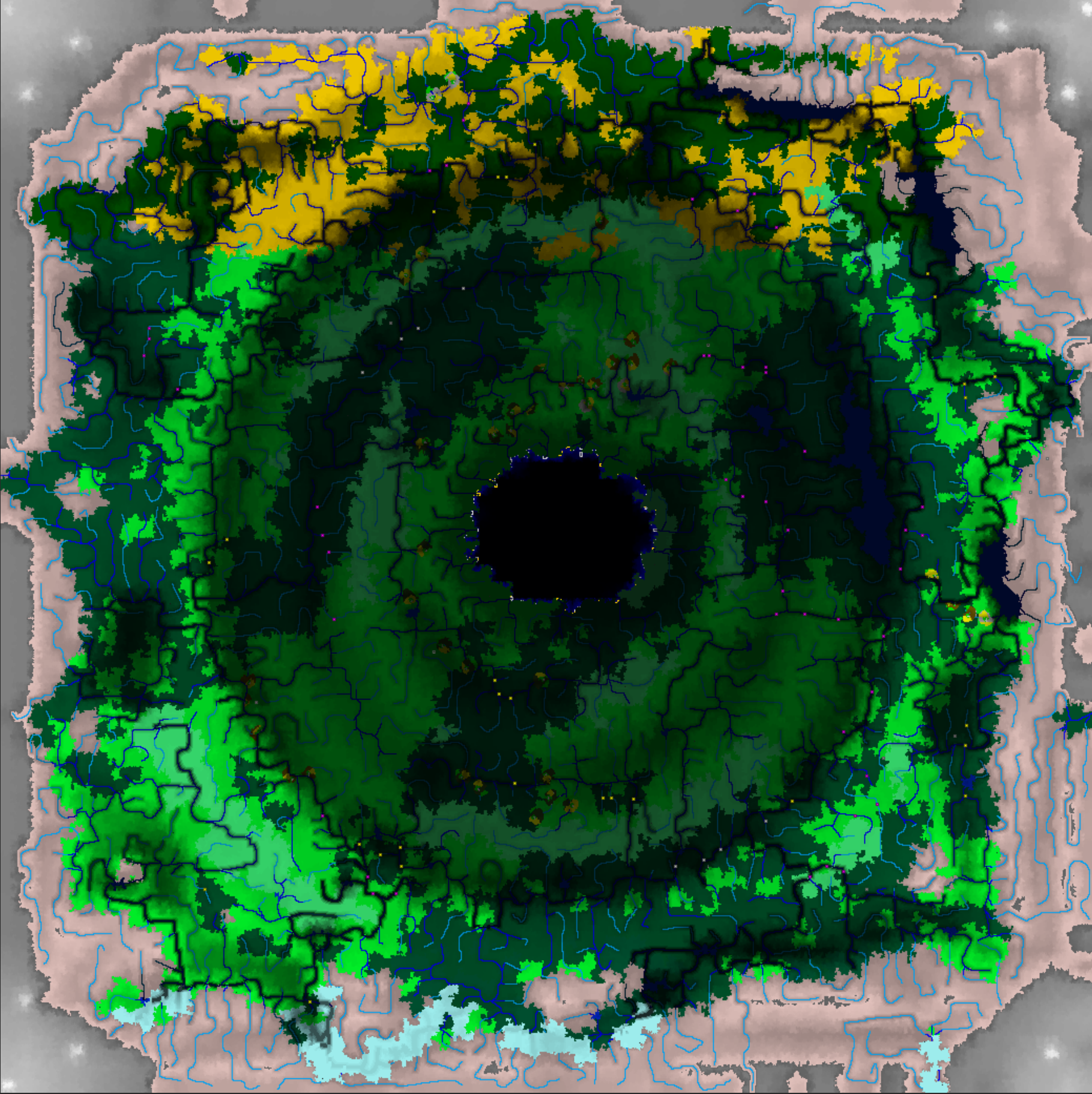
The miner's have begun digging a series of apartments below the workshops and we've begun turning out wood furniture sets above. Hopefully everyone will have their own bedroom by the end of fall.

Spoiler: Apartments (click to show/hide)





[Spoiler: A beautifully rendered painting of the world](#) (click to show/hide)



Surrounded by impressive mountains, unscaleable by any mortal, our garden world is home to all civs known. An evil, yet strangely calm, lake in the center is fed by countless rivers, many of them cutting chasms across the land. Only the human empire in the west managed to build long roads that cross the land and fjord the rivers.

Far away from hamlets and mountain halls, bandits roam the land, setting up their camps to ambush hapless travellers. Only a dozen of these camps are known, so listen well. Take heed of warnings, especially of the dreaded camp 'Scourgedfabulous', run by an orcish Necromancer and his minions.

Spoiler: The 12 camps of Outlaws (click to show/hide)

Quote
246: Iveszulgal, "Clawlies", camp Owner: The Combined Witches, automatons 18 automatons
247: Zomspamo, "Fiendishdip", camp Owner: The Abysmal Thieves, goblins 11 goblins
248: Glugburzlagh, "Scourgedfabulous", camp Owner: The Skinny Lies, orcs 1 orc 9 animated orcs 8 animated nagas
249: Rem Weshweru, "Rasppapered", camp Owner: The Sorrowful Ashes, warlocks 8 warlocks
250: Mebenopu, "Theatereternal", camp Owner: The Fiery Holds, humans 7 humans
251: Spamozom, "Dipfiends", camp Owner: The Snotty Spiders, goblins 11 goblins
252: Stalithtuthru, "Conjunctionsquirt", camp Owner: The Narrow Roofs, humans 5 humans
253: Aluremisidilus, "Furpoison", camp Owner: The Velvets of Onslaught, succubi 7 succubi
254: Gelandegeucie, "Dwindlepranks", camp Owner: The Passionate Lives, succubi 11 succubi
255: Cudalkicu, "Jailjoined", camp Owner: The Dunes of Mist, humans 3 humans 8 succubi
256: Perherutto, "Familyplagued", camp Owner: The Dooms of Talking, frost giant 7 frost giant
257: Antibashabenty, "Pittedmint", camp Owner: The Shrieking Books, kobolds 3 kobolds

At the same time, please ignore the 3 yelling kobolds of clan 'Shrieking Books' in the 'Pittedmint Camp'. They are only embarrassing themselves. Kobolds. Reading. Sure.

And while the world might be young, it still has much to show us. On our next excursion we will delve into the legends. Maybe we will discover how an Ettin Queen came to be.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Bigheaded** on **December 21, 2014, 03:41:52 pm**

hmmm, any ideas why print screen isn't working?
All i get is a black box, for whatever i screenshot, i can even screenshot the forums etc fine whilst the game is running in the background.
Any screenshot of masterwork is causing a massive black box to be put in my copy, not really sure why.

didn't have any trouble on normal DF and it seems it's working for everyone else.

As amusingly, i just made a "slag" morningstar rofl.
It menaces with spikes of slag and green jade.
Sadly it was a possession, so not a legendary weaponsmith. He is Accomplished already though (awesome migrant :P)

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Meph** on **December 21, 2014, 03:43:43 pm**

Twbt might be messing with you. Sometimes I have to tab out of DF, back into DF to get a screenshot. But I never got a black screen.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **qorthos** on **December 21, 2014, 04:11:17 pm**

Slag is super heavy, so it might be a somewhat useful blunt weapon...

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Meph** on **December 21, 2014, 04:15:38 pm**

In what world is a morningstar a blunt weapon? :P

Spoiler (click to show/hide)



Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Bigheaded** on **December 21, 2014, 04:19:14 pm**

Quote from: Meph on December 21, 2014, 03:43:43 pm

Twbt might be messing with you. Sometimes I have to tab out of DF, back into DF to get a screenshot. But I never got a black screen.

didn't help. what is Twbt? I don't get a black screen, the screenshot is simply a black box when it's pasted is what i meant

Got the ore sorted out, made some pure copper ore now which should work better. Cheers for heads up.

Also, seeing you whack people using the morningstar, surely it will bludgeon rather than cut? The spikes just give smaller areas of impact which make it a little more deadly, or cause the spikes to crack off!
For if you compared it to a sword or warhammer, most people would say it was closer to the warhammer :P

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Meph** on **December 21, 2014, 04:24:34 pm**

The morningstar is edged. Thats how the raws define it. ;)

Twbt is the dfhack plugin that allows you to see several z-levels at once and adds unique tiles for each item.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **qorthos** on **December 21, 2014, 04:41:33 pm**

Quote from: Meph on December 21, 2014, 04:15:38 pm

In what world is a morningstar a blunt weapon? :P

Spoiler (click to show/hide)



It's blunt and/or piercing in Pathfinder (<http://www.d20pfsrd.com/equipment---final/weapons>).

;D

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Immortal-D** on **December 21, 2014, 05:32:31 pm**

Oh no wonder, just noticed we're on 6.2 :-[Did the new version reset the .ini? Scrolling at the races tab just zooms now ???

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Meph** on **December 21, 2014, 05:34:42 pm**

Quote from: Immortal-D on December 21, 2014, 05:32:31 pm
Oh no wonder, just noticed we're on 6.2 :-[Did the new version reset the .ini? Scrolling at the races tab just zooms now ???

Scrolling as in mouse wheel? I always had zoom on that, but you can change that in the ingame menu, or in the data/init/interface.txt.

I didnt change any of it though...

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **qorthos** on **December 21, 2014, 05:38:33 pm**

Do you normally use the laptop keybindings?

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Bigheaded** on **December 21, 2014, 05:43:14 pm**

Quote from: Meph on December 21, 2014, 04:24:34 pm
The morningstar is edged. Thats how the raws define it. ;)
Twbt is the dfhack plugin that allows you to see several z-levels at once and adds unique tiles for each item.

Might have to put up a suggestion that morningstar quite definitely isn't an edged weapon. It's basically a mace with spikes.
Or just use DFHack to turn it into mithril and have an awesome weapon, i'm sure no-one would notice.

Or perhaps just modify raws to just leave it's only blunt attack in there for my use, and unmodify it when moving it on to next persons go and tell them how to do it lol.

Or just play normally and equip someone with it anyway for lolz.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Meph** on **December 21, 2014, 05:49:56 pm**

How about leaving it as it? :P After all thats how the morningstar in vanilla DF is, an edged weapon, with low cutting values but high surface area.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Immortal-D** on **December 21, 2014, 05:51:10 pm**

Quote from: qorthos on December 21, 2014, 05:38:33 pm
Do you normally use the laptop keybindings?

Yes, think I just messed up my install. After rechecking all of the Fortress races in Civs tab, I'm still only seeing the Dwarven civ available.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Meph** on **December 21, 2014, 05:58:09 pm**

Quote from: Immortal-D on December 21, 2014, 05:51:10 pm
Quote from: qorthos on December 21, 2014, 05:38:33 pm
Do you normally use the laptop keybindings?
Yes, think I just messed up my install. After rechecking all of the Fortress races in Civs tab, I'm still only seeing the Dwarven civ available.

I had to upload a new save for the dwarven civ, because the original world we were using had none. I think you downloaded the wrong save. This http://dffd.wimbli.com/file.php?id=10290 is the one with all civs (except the dwarves).

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Immortal-D** on **December 21, 2014, 06:04:01 pm**

Quote from: Meph on December 21, 2014, 05:58:09 pm
Quote from: Immortal-D on December 21, 2014, 05:51:10 pm
Quote from: qorthos on December 21, 2014, 05:38:33 pm
Do you normally use the laptop keybindings?
Yes, think I just messed up my install. After rechecking all of the Fortress races in Civs tab, I'm still only seeing the Dwarven civ available.
I had to upload a new save for the dwarven civ, because the original world we were using had none. I think you downloaded the wrong save. This http://dffd.wimbli.com/file.php?id=10290 is the one with all civs (except the dwarves).



Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **smakemupagus** on **December 21, 2014, 06:05:43 pm**

Dwarves or orcs can probably gear up and explore... How far down does that cave passage go?

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Meph** on **December 21, 2014, 06:15:31 pm**

☼The Testy Jungle☼

The Testy Jungle is our embark location. Under thick vegetation a lot of history is hidden. Corpses of former conflicts, secret lairs of

vampires and nightcreatures, places of duels and caves full of monsters.

Notable battles: 2

Quote

- The Clash of Boots as part of The Conflict of Lightning	The Cursed Cavern	Vs. The Teal Murder	(V) (Deaths: 31)
- The Clashes of Throwing as part of The Ignited Wars	The Even Islands	Vs. The Incest of Drips	(V) (Deaths: 26)

The Conflict of Lightning was a war between the Drow and the Warlocks (of the Teal Murder, our Warlock player). Yetune Plandevils, the Drow, led the attack. The heroic Warlock Meuleb Floodspring, with his trusty pet forest gryphon, held the defense. This happened in Year 29, just before the fortresses started. Meuleb also held the line 28 years ago against the very same attacker, after he came home from a succesful battle against the Elves that he led. While the Warlocks won that battle, no clear victor was ever found in the war, and a peace was declared. Meuleb Floodspring returned to his home of Humidtrouble, only to find the dark fortress deserted. In our year 30, he is its only resident.

The second war happened in year 11, called "The Ignited Wars". Two major battles were fought between the Nagas and the Orcs (of the Incest of Drips, our Orc player). A party of 8 Nagas and their dire lions attacked, all of which died at the hands of the Orcs, led by Talata Pleatscourage, a female snaga. Her hobby was taming Screech Owls, but not long after the battle she was struck down by a Bronze Colossus.

Many a traveller have met their end in the Testy Jungles:
Spoiler: Deaths of Historical Figures (click to show/hide)
the orc Snazguul Smoketorments, in 1 (Struck)
the orc Buur Ruthlessnessanus, in 1 (Struck)
the naga Spalu Luxuriouscuriosity, in 1 (Struck)
the orc Snazguul Spideryplated, in 1 (Struck)
the orc Snazguul Dungeonassaults, in 1 (Struck)
the warlock Uyha Cunningriddled, in 1 (Struck)
the warlock Khetr Seducesorrow, in 1 (Struck)
the warlock Umel Parchedglutton, in 1 (Struck)
the warlock Dres Oozebogged, in 1 (Shot)
the warlock Almeyaha Redweak, in 1 (Struck)
the forest spider Ludice Tragicidol, in 5 (Struck)
the wraith vile plague Tefr Callusleast the Spring of Whipping, in 5 (Shot)
the succubus Polonde Perishmentunnameable, in 6 (Struck)
the naga Jemester Thunderwasp, in 11 (Struck)
the biter Zostra Sunkenthimbles the Dead Deepes, in 13 (Shot)
the manticore Fero Monstergames the Brass Chants, in 18 (Struck)
the gnome Parstur Breachbunny, in 18 (Struck)
the drow Luyetho Dominantwicked, in 23 (Struck)
the warlock Yreuan Zealcloaked, in 23 (Struck)
the warlock Sedam Pandererlaw, in 23 (Struck)
the kobold Jabeno Scholarlurch, in 24 (Struck)
the kobold Iberins Pleatedmasters, in 29 (Struck)

Despite the danger, many entities came to our little corner of the world.

Spoiler: Historic Events of the Testy Jungle (click to show/hide)
In 1, the ettin Sovershennyi the Morning of Pride settled in The Testy Jungle.

In 1, the ettin Omu Wornhustles settled in The Testy Jungle.

In 1, the ettin Stick Unremarkablefighting the Impurity of Strategies settled in The Testy Jungle.

In 1, the manticore Zazzt Hollowhut the Families of Mirroring settled in The Testy Jungle.

In 1, the manticore Ozar Bitecoincidence the Tactics of Cancer settled in The Testy Jungle.

In 1, the manticore Fero Monstergames the Brass Chants settled in The Testy Jungle.

In 1, the biter Zostra Sunkenthimbles the Dead Deepes settled in The Testy Jungle.

In 1, the dragon engine Misfar Blockaderazor settled in The Testy Jungle.

In 1, the phoenix Prorazit Despairtraps settled in The Testy Jungle.

In 1, the phoenix Mok Truthsloshed the Green Portent settled in The Testy Jungle.

In 1, the phoenix Wanela Troubleflooded the Unbridled Queen of Famine settled in The Testy Jungle.

In 1, the giant Nuzg settled in The Testy Jungle.

In 1, the giant Vodone Baitgoldenrod settled in The Testy Jungle.

In 1, the giant Danrosge settled in The Testy Jungle.

In 1, the dragon green Asri Twinemechanical the Sly Dourness settled in The Testy Jungle.

In 1, the dragon green Ahitu Oiledbrws settled in The Testy Jungle.

In 1, the dragon green Mulos Moistenedpaint settled in The Testy Jungle.

In a time before time, the titan Panthera Owldale began wandering The Testy Jungle.

In 1, the giant sky Pertew Buddedquandaries settled in The Testy Jungle.

In 1, the giant sky Thulu settled in The Testy Jungle.

In 1, the giant sky Khar Sprybuckled settled in The Testy Jungle.

In 1, the giant sky Foma settled in The Testy Jungle.

In 1, the giant sky Merges settled in The Testy Jungle.

In 1, the cyclops gelv Adewfah settled in The Testy Jungle.

In 1, the cyclops gelv Kuori settled in The Testy Jungle.

In 1, the cyclops gelv Yashchik Raincreature the Disemboweler of Organs settled in The Testy Jungle.

In 1, the cyclops gelv Tjem Infectionspirit the Dreadful Racks settled in The Testy Jungle.

In 1, the cyclops gelv Nal Passthunderous settled in The Testy Jungle.

In 1, the cyclops gelv Stradaniya Hipliberate settled in The Testy Jungle.

In 1, the cyclops gelv Idothi Tearyivy settled in The Testy Jungle.

In 1, the cyclops gelv Perwaz Keredn the Beautiful Feasts settled in The Testy Jungle.

In 1, the griffon ff Kab Jaderhythm settled in The Testy Jungle.

In 1, the giant sky Nekik the Den of Influencing settled in The Testy Jungle.

In 1, the giant sky Datuzg Frothflicker the Witch of Tongues settled in The Testy Jungle.

In 1, the giant sky Oluxol the Infected Scourge of Dirts settled in The Testy Jungle.

In 1, the giant sky Tezfor Mellowblots settled in The Testy Jungle.

In 1, the vampire lord 3 Mehe the Bristly Champion settled in The Testy Jungle.

In 1, the griffon ff Mokh settled in The Testy Jungle.

In 1, the spider blade giant queen Nele Gulliedwired the Minions of Dessert settled in The Testy Jungle.

In 1, the giant sky Ssemez the Burdened God settled in The Testy Jungle.

In 1, the giant sky Anenins Discoverymemories settled in The Testy Jungle.

In 1, the giant sky Methpu settled in The Testy Jungle.

In 1, the giant sky rovka the Wispy Reign settled in The Testy Jungle.

In 1, the giant sky Retribal Compassionatecacti settled in The Testy Jungle.

In 1, the vampire lord 2 Fury Drilledfierceness settled in The Testy Jungle.

In 1, the giant sky Smo Wickedsisisterly the Disemboweled Relic of Liberties settled in The Testy Jungle.

In 1, the giant sky Tobafi Gripwades the Prairies of Helping settled in The Testy Jungle.

In 1, the giant sky Leweme settled in The Testy Jungle.

In 1, the giant sky Lest settled in The Testy Jungle.

In 1, the giant sky Imell Celebrationmisty settled in The Testy Jungle.

In 1, the bear black Butun Summittours settled in The Testy Jungle.

In 1, the wolf Rut Perishedharmonized settled in The Testy Jungle.

In 1, the dingo Liricheskii Greensubmerged settled in The Testy Jungle.

In 1, early spring, the orc taiga Snazguul Smoketorments was wounded (UNKNOWN) by the naga Spalu Luxuriouscuriosity. In The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the orc taiga Snazguul Smoketorments was wounded (UNKNOWN) by the naga Spalu Luxuriouscuriosity. In The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the orc taiga Snazguul Smoketorments was struck down by the naga Spalu Luxuriouscuriosity in Finderterrors. In The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the orc taiga Buur Ruthlessnessanus was struck down by the naga Acab Quiescentdawned in Finderterrors. In The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the naga Spalu Luxuriouscuriosity was struck down by the orc taiga Glugburz Blockghoul in Finderterrors. In The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the orc taiga Buurgolg Taintbewitch attacked the naga Acab Quiescentdawned. In a duel as part of The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the orc taiga Buurgolg Taintbewitch was wounded (UNKNOWN) by the naga Acab Quiescentdawned. In a duel as part of The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the orc taiga Buurgolg Taintbewitch was wounded (UNKNOWN) by the naga Acab Quiescentdawned. In a duel as part of The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the orc taiga Snazguul Spideryplated was wounded (UNKNOWN) by the naga Icil Euphoriasparkles. In The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the orc taiga Snazguul Spideryplated was wounded (UNKNOWN) by the naga Icil Euphoriasparkles. In The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the orc taiga Snazguul Spideryplated was struck down by the naga Icil Euphoriasparkles in Finderterrors. In The Beast-like Assaults as part of The Wars of Shooting.

In 1, early spring, the orc taiga Snazguul Dungeonassaults was struck down by the naga Icil Euphoriasparkles in Finderterrors. In The Beast-like Assaults as part of The Wars of Shooting.

In 1, early autumn, The Cursed Cavern attacked The Teal Murder in The Testy Jungle. the drow Yetune Plandevils led the attack, and the defenders were led by the warlock civ Meuleb Floodspring. In The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the warlock civ Theub Matchedmemory was wounded (UNKNOWN) by the drow Emuro Cursedcharcoal. In The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the warlock civ Theub Matchedmemory was wounded (UNKNOWN) by the drow Emuro Cursedcharcoal. In The Clash of Boots as part of The Conflict of Lightning.

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In 1, early autumn, the warlock civ Theub Matchedmemory was wounded (UNKNOWN) by the drow Emuro Cursedcharcoal. In The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the warlock civ Uyha Cunningriddled was struck down by the drow Melucu Doomheal in The Testy Jungle. In The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the warlock civ Khetr Seducesorrow was struck down by the drow Fere Plaguedevil in The Testy Jungle. In The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the giant sky Tezfor Mellowblots attacked the drow Melucu Doomheal. In a duel as part of The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the drow Melucu Doomheal fought with the giant sky Tezfor Mellowblots. While defeated, the latter escaped unscathed. In a duel as part of The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the warlock civ Umel Parchedglutton was struck down by the drow Yetune Plandevils in The Testy Jungle. In The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the warlock civ Dres Oozebogged was wounded (UNKNOWN) by the drow Melucu Doomheal. In The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the warlock civ Dres Oozebogged was shot and killed by the drow Melucu Doomheal in The Testy Jungle. In The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the warlock civ Almeyaha Redweak was wounded (UNKNOWN) by the drow Slevuno Blackhigh. In The Clash of Boots as part of The Conflict of Lightning.

In 1, early autumn, the warlock civ Almeyaha Redweak was struck down by the drow Slevuno Blackhigh in The Testy Jungle. In The Clash of Boots as part of The Conflict of Lightning.

In 2, the bear grizzly Ashnaak Luretaken settled in The Testy Jungle.

In 2, the foocubus Polonde Perishmentunnameable began hunting great beasts in The Testy Jungle.

In 2, late summer, the wraith vile plague Tefr Callusleast the Spring of Whipping began wandering The Testy Jungle.

In 3, the spider forest Ludice Tragicidol settled in The Testy Jungle.

In 4, the gnome civ Romelock Grasppantomime began wandering The Testy Jungle.

In 4, the giant sky Imell Celebrationmisty ambushed the foocubus Polonde Perishmentunnameable. In a duel.

In 4, the foocubus Polonde Perishmentunnameable fought with the giant sky Imell Celebrationmisty. While defeated, the latter escaped unscathed. In a duel.

In 5, the bear grizzly Ampsebi Cleftcalled settled in The Testy Jungle.

In 5, the spider forest Ludice Tragicidol ambushed the foocubus Polonde Perishmentunnameable.

In 5, the spider forest Ludice Tragicidol was wounded (UNKNOWN) by the foocubus Polonde Perishmentunnameable.

In 5, the spider forest Ludice Tragicidol was struck down by the foocubus Polonde Perishmentunnameable in The Testy Jungle.

In 5, the elf Alino Streamrelic confronted the wraith vile plague Tefr Callusleast the Spring of Whipping. In a duel.

In 5, the wraith vile plague Tefr Callusleast the Spring of Whipping was shot and killed by the elf Alino Streamrelic in The Testy Jungle. In a duel.

In 5, late spring, the spider blade giant queen Lima the Shameful Rumors began wandering The Testy Jungle.

In 6, the titan Panthera Owldale ambushed the foocubus Polonde Perishmentunnameable.

In 6, the foocubus Polonde Perishmentunnameable was struck down by the titan Panthera Owldale in The Testy Jungle.

In 7, late spring, the balor detailed Screnti began wandering The Testy Jungle.

In 10, early spring, the behemoth Gin Wordtars the Treaty of Flowering began wandering The Testy Jungle.

In 11, late autumn, The Even Islands attacked The Incest of Drips in The Testy Jungle. the naga Alorig Cherishlathered led the attack, and the defenders were led by the orc taiga Talata Pleatscourage. In The Clashes of Throwing as part of The Ignited Wars.

In 11, late autumn, the orc taiga Tugbuur Amusingmonsters attacked the naga Acab Quiescentdawned. In a duel as part of The Clashes of Throwing as part of The Ignited Wars.

In 11, late autumn, the naga Jemester Thunderwasp was struck down by the orc taiga Talata Pleatscourage in The Testy Jungle. In The Clashes of Throwing as part of The Ignited Wars.

In 11, late autumn, UNKNOWN HISTORICAL FIGURE devoured UNKNOWN HISTORICAL FIGURE in The Testy Jungle. In The Clashes of Throwing as part of The Ignited Wars.

In 13, the drow Yetune Murkdenomination confronted the biter Zostra Sunkenthimbles the Dead Deepes. In a duel.

In 13, the biter Zostra Sunkenthimbles the Dead Deepes was wounded (UNKNOWN) by the drow Yetune Murkdenomination. In a duel.

In 13, the biter Zostra Sunkenthimbles the Dead Deepes was wounded (UNKNOWN) by the drow Yetune Murkdenomination. In a duel.

In 13, the biter Zostra Sunkenthimbles the Dead Deepes was shot and killed by the drow Yetune Murkdenomination in The Testy Jungle. In a duel.

In 14, the gnome civ Angorn Testdip began wandering The Testy Jungle.

In 15, early spring, the wraith vile plague Alo began wandering The Testy Jungle.

In 18, the kobold camp Chimpse Torturedsalved confronted the manticore Fero Monstergames the Brass Chants. In a duel.

In 18, the manticore Fero Monstergames the Brass Chants was struck down by the kobold camp Chimpse Torturedsalved in The Testy Jungle. In a duel.

In 18, the gnome civ Parstur Breachbunny confronted the dragon green Mulos Moistenedpaint.

In 18, the gnome civ Parstur Breachbunny was struck down by the dragon green Mulos Moistenedpaint in The Testy Jungle.

In 22, midwinter, the warlock civ Sedam Pandererlaw was wounded (UNKNOWN) by the naga Alorig Cherishlathered. In The Barbed Assaults as part of The Splattered Conflict.

In 22, midwinter, the warlock civ Webaha Rootedlulls was wounded (UNKNOWN) by the naga Samspi Fainthide. In The Barbed Assaults as part of The Splattered Conflict.

In 23, early winter, the drow Luyetho Dominantwicked was struck down by the cyclops gelv Stradaniya Hipliberate in Wanderedtunneled. In The Shot Siege as part of The Conflict of Boring.

In 23, early winter, the warlock civ Yreuan Zealcloaked was struck down by the drow Oquoru Tunnelcontrols in Wanderedtunneled. In The Shot Siege as part of The Conflict of Boring.

In 23, early winter, the warlock civ Sedam Pandererlaw was struck down by the drow Slevuno Blackhigh in Wanderedtunneled. In The Shot Siege as part of The Conflict of Boring.

In 23, early winter, the drow Buretho Terrifydecisive confronted the warlock civ Webaha Rootedlulls. In a duel as part of The Shot Siege as part of The Conflict of Boring.

In 23, early winter, the warlock civ Teshewyh Chunkedspies was wounded (UNKNOWN) by the drow Slevuno Blackhigh. In The Shot Siege as part of The Conflict of Boring.

In 24, the kobold camp Jabeno Scholarlurch confronted the giant sky Retribal Compassionatecacti. In a duel.

In 24, the kobold camp Jabeno Scholarlurch was wounded (UNKNOWN) by the giant sky Retribal Compassionatecacti. In a duel.

In 24, the giant sky Retribal Compassionatecacti was wounded (UNKNOWN) by the kobold camp Jabeno Scholarlurch. In a duel.

In 24, the kobold camp Jabeno Scholarlurch was struck down by the giant sky Retribal Compassionatecacti in The Testy Jungle. In a duel.

In 26, the gnome civ Nangos Stillaqua began wandering The Testy Jungle.

In 29, the kobold camp Ibenins Pleatedmasters confronted the dragon green Ahitu Oiledbrws.

In 29, the kobold camp Ibenins Pleatedmasters was struck down by the dragon green Ahitu Oiledbrws in The Testy Jungle.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Meph** on **December 21, 2014, 06:21:45 pm**

Quote from: smakemupagus on December 21, 2014, 06:05:43 pm

Dwarves or orcs can probably gear up and explore... How far down does that cave passage go?

Usually to the first cavern. I didnt check if it has a connection to the second, but I dont think so. I only know that frog people run around in there, and reptile people, and that something is killing them.

Edit: Wow, the leader of the Warlocks is quite the badass.

Quote

Whip is a vampire lord born in -181.

Associated Spheres: death, war and night

Interaction Knowledge: WAR_SECRET, SUMMONER, DARK_SORCERER, MINOR_VAMPIRE_CURSE_1, MINOR_VAMPIRE_CURSE_2, MINOR_VAMPIRE_CURSE_3, LICH, INFERNOMANCER, COREXP1, SECRET_1, SECRET_2, SECRET_3, SECRET_4, SECRET_5, SECRET_6, SECRET_7, SECRET_8, SECRET_9, SECRET_10, SECRET_11, SECRET_12, SECRET_13, SECRET_14, SECRET_15, SECRET_16, SECRET_17, SECRET_18, SECRET_19, SECRET_20, SECRET_21, SECRET_22, SECRET_23, SECRET_24, SECRET_25, SECRET_26, SECRET_27, SECRET_28, SECRET_29, SECRET_30, SECRET_31, SECRET_32, SECRET_33, SECRET_34, SECRET_35, SECRET_36, SECRET_37, SECRET_38, SECRET_39, SECRET_40, SECRET_41, SECRET_42, SECRET_43, SECRET_44, SECRET_45, SECRET_46, SECRET_47, SECRET_48, SECRET_49, SECRET_50, SECRET_51 and SECRET_52

He has so many secret abilities, I dont want to know what happens if someone stumbles upon him in combat.

Positions: Master Sorcerer of The Teal Murder (27 - Present)

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Vozhban** on **December 21, 2014, 07:19:53 pm**

The Hermit - 31 Year, Winter

1st Moonstone, 31.
As winter started, I’ve decided to craft several important things. First of all, I needed a pick. Digging with a shovel is really hard. Then I’ll smelt a steel axe I’ve found outside and try to make an anvil for metallurgist’s forge.

3rd Moonstone, 31.
Crafted a pick yesterday. No more breaking shovels! Smelted the axe into two steel ingots. Not enough to for an anvil.

8th Moonstone, 31.
I have tons of rotten food. Need to get rid of it. Perhaps, I’ll move it outside.
Placed two new cage traps at the main entrance.

13th Moonstone, 31.
Had to build a wall to block the only passage to the cavern. Too many strange and scary creatures there. Though most of them have to be hallucinations caused by The Dice, some of them must be real. Wall is sure the best way to solve the problem.

16th Moonstone, 31.
Spent almost whole day thinking of what to do next. Remembered that I have never tried to work with glass. Tomorrow I’ll build myself glass furnace. The funny thing is that I can collect sand right near the furnace. Half of my cave is made of sand.

20th Moonstone, 31.
Two raccoons got caged today. Good that I’ve installed more traps. Not sure what to do with the creatures, though. The first thought is to dig a new room and turn it into a zoo. Then I should probably make some kind of training grounds and train everybody who got caught into my pets. Except the niths, of course. Those little buggers can only go to their cage.

22nd Moonstone, 31.
Made several new rooms for new workshops. Will make some bags for sand first, I think. Then I’ll make myself some windows.

[Spoiler](#) (click to show/hide)



26th Moonstone, 31.
Decided to get rid of stone before making glass. Archaeology seems to be a good way to do this.

3rd Opal, 31.
Spent about a week excavating stones. This is amazing. I managed to find and restore many amulets, dices and amulets. Also I’ve found an intact obsidian spear and then a treasure chest. I’ll open it after I move everything to the stockpiles.

5th Opal, 31.
To make some space to store restored crafts, I’ve decided to clean my stockpiles a bit. Installed several cages into the biggest new room. Transferred raccoons, reptile women and the giant drowspider in them, effectively creating a zoo. Moved all my wool to the new workbench. Now I should install three doors and I’ll get a lot of free space for archaeology findings.

[Spoiler](#) (click to show/hide)



7th Opal, 31.
Building alchemist’s and poisoner’s workbenches freed even more space and now I can finally remove everything from archaeologist’s one.

[Spoiler](#) (click to show/hide)



9th Opal, 31.
Got to opening the treasure chest. Obtained a gold training hammer from it. Average luck. I think I'd better smelt it.

[Spoiler](#) (click to show/hide)



11th Opal, 31.
Today I've decided to engrave all the walls in my room. I should take some time, I think.

18th Opal, 31.
I've finished all the engravings. A couple of them is truly great, others are a bit worse. Now I'll do some mining to obtain more gems and try encasing The Dice in gems. Hope it will work.

16th Obsidian, 31.
Did lots of digging. Now I have many raw cassiterite. Changing my furniture to metal one is in plans.

20th Obsidian, 31.
Today I began to understand the basics of kakapo taming. I think I'll be able to release my parrot in the cave.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Vozhban** on **December 21, 2014, 07:57:24 pm**

The Hermit - 31 Year

Fortress Overview

Top of the cave. Outside.
[Spoiler](#) (click to show/hide)



Personal quarters.
[Spoiler](#) (click to show/hide)



The second floor.
[Spoiler](#) (click to show/hide)

Metalworks and Jewelry

Large jade gem encrusted with rock crystal

Jeweler's

Smelter

Forge

metal bars stockpile

Main floor.
[Spoiler \(click to show/hide\)](#)

Main floor

Ore processor

Bone carver's

Archaeological stockpiles

Food stockpile

Kitchen and Distillery

The lowest floor.
[Spoiler \(click to show/hide\)](#)



Cassiterite mines.
[Spoiler](#) (click to show/hide)



Wealth, animals and deceased.
List of the deceased units is posted without disappeared hallucinations.
[Spoiler](#) (click to show/hide)

Created Wealth: 42200*?
Weapons: 7810*?
Armor and Garb: 234*
Furniture: 1620*?
Other Objects: 11900*?
Architecture: 15900*?
Displayed: 4550*?
Held/Worn: 278*

Imported Wealth: 2837*

Exported Wealth: None

Food Stores: 200?
Meat None Seeds 20?
Fish None Drink 1
Plant None Other 200?

Creature
Stray Cat, ♂ (Tame)
Stray Kakapo, ♂ (Trained)
Stray Giant Drowspider, ♂ (Semi-Wild)
Becor Inrusadur, Stray Puppy, ♂ (Tame)
Nith, ♂
Nith, ♂
Nith, ♂
Nith, ♂
Nith, ♂
Nith Baby, ♀
Nith Baby, ♀
Nith Baby, ♀
Raccoon, ♂
Raccoon, ♂

Reptile Woman
Stray Kitten (Tame)
Stray Kitten (Tame)
Stray Kitten (Tame)
Stray Bull Calf (Tame)
Urdim Asobzuglar, Stray Puppy (Tame)
Stray Cat (Tame)
Nith
Nith

Deceased
Deceased
Deceased
Deceased
Deceased
Deceased
Deceased
Deceased
Deceased

The Dice
[Spoiler](#) (click to show/hide)

Weight: <1r

The Dice

Basic Value: 2480*

This is a masterful stable warpstone dice created by an unknown artisan.

On the item is a image of Usen the Bulwark of Searching, the deity of generosity, sacrifice and charity, depicted as a male hermit in stoneware by Zoden Thokitmestthos. Usen the Bulwark of Searching is making a submissive gesture.

Download fort - <http://dffd.wimbli.com/file.php?id=10297>

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Immortal-D** on **December 21, 2014, 09:01:50 pm**

Log of Zatalatgothra in the year 31.

The great Shamans have deemed that the time of glory is once again at hand. As is our tradition, a select group of Orcs have been chosen to venture forth, that we might garner wealth and honor for our entire civilization. My name is Zatalatgothra (I-D to my friends), Clan Leader and first Overseer of Peacedemonic (Gaashamalatug in the ancient tongue). This is no outcaste expedition, filled by grunts and criminals. No, we are true-blood Orcs, given the support of all our fellows. We set out with both pickaxe & greataxe, an ample supply of food & wine, various tools, and a few spare bronze bars. We were also granted a mighty gift, one that will surely be a surprise to our foes 8)
[Spoiler](#) (click to show/hide)

I look down from atop the hillside, and know we have reached our destination. The nearby cave is somewhat worrying though, and I order our base camp moved down onto the meadow. A cursory examination of the mountain shows copper, lesser gems, even some rock crystal. I pay it no heed, we have more important matters right now. As I outline a section of forest for clear cutting and subsequent workshops, I realize that this is perhaps the most distinct difference between us and the stunties. They dig the Earth for no reason than wealth itself, content to hoard their fortunes until the end of time. We dig for purpose, first and foremost to supply our military might, bringing terror to the lesser races.
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)

The miners had just begone hollowing out a proper retreat in the mountain side when I hear one of the peons bellow a warning cry. Niths from the cave! We're under attack! Do you recall that mighty gift of which I spoke?
[Spoiler](#) (click to show/hide)
The Niths attack at the exact moment when the pack is split up, for they have been dutifully following us up and down the hill as we move supplies to base camp. In true Orc fashion, the sentry wolf shows neither hesitation nor fear, charging the foul creatures and receiving quite a beating in the process.
[Spoiler](#) (click to show/hide)

Heeding the call to arms, we all rush the hillside, and the Niths quickly find themselves outmatched.
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)
When the dust settles, our only casualty is the sentry wolf who suffered a couple broken toes. She has been given skull tattoos as a sign of our respect. The Niths however... Well, see for yourself;
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)

The remaining Niths have retreated in various forms of injury, I doubt we'll be seeing them again any time soon. The first workshops come into being just as the initial bedrooms are dug out. Soon we shall have proper beds and a few Traps to secure us until the walls are complete. We'll want to deal with that cave in the coming weeks. For now however, the score stands at Orcs 1, Nature 0.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Taupe** on **December 21, 2014, 09:18:48 pm**

Quote
Taupe: I thought people had more time over christmas, seeing how they dont have to work.

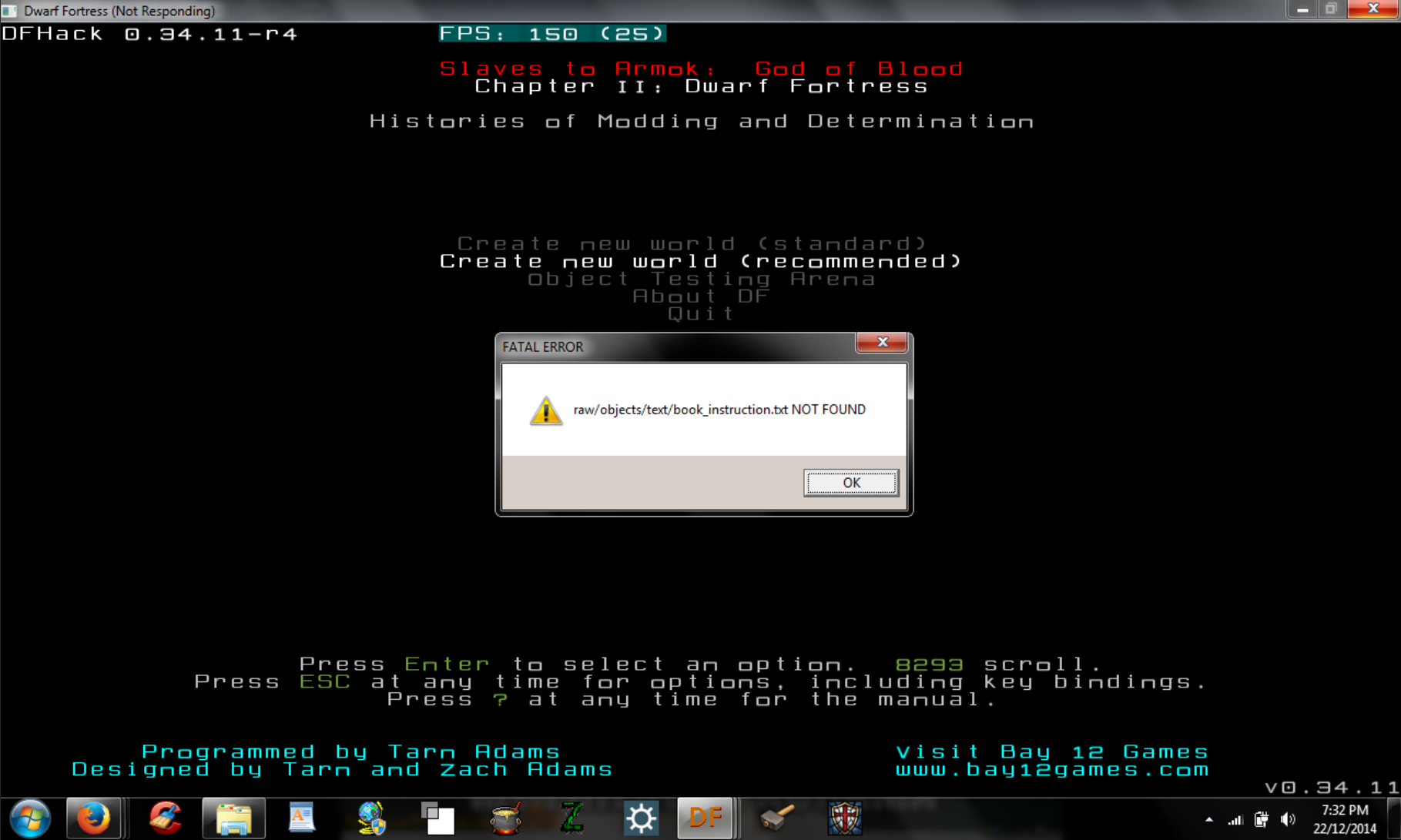
Really depends on your job. If you're in a store like I am, it's OT extravagenza, and you gotta spend your free time travelling around to endure your relatives.

You migh as well skip me, because from what I can see, people will be on year 3 before I can even begin.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Gamerlord** on **December 22, 2014, 04:03:17 am**

I think I figured out what may be wrong - I tried 'Create New World (recommended)' and it came up with:

Spoiler (click to show/hide)



I have no idea *why* it's saying this or what that thing even means, but after I close that pop up the entire thing shuts down. Another thing - the MDF GUI thing came with every option being turned off or blank. Dunno what that was about.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Boltgun** on **December 22, 2014, 04:25:57 am**

Tried downloading a clean copy of MDF 6.2? It looks like your archive was corrupted and is missing raws.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Gamerlord** on **December 22, 2014, 05:38:24 am**

Okay, downloading a 'clean copy' has just made things worse. Winrar is failing to extract it now - it get's to about 87% (I think it tries to unpack something called buildingplan.dll or something like that) and an error log pops up. For a split second. Then the entire laptop shuts down. *pinches bridge of nose* This is *not* how I wanted to spend my day.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **qorthos** on **December 22, 2014, 09:58:25 am**

I've finished my year. I'll do the write up later today. But now, it's time to go to work and fix a contractors "mistake" from 1972.

Shakes fist at masons

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **IgnusPoppingtonIV** on **December 22, 2014, 10:42:22 am**

I'm doing warlock Year one right now. It's gonna be a while, as the rivers killing my FPS

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **vjmdhzgr** on **December 22, 2014, 10:52:44 am**

Quote from: Vozhban on December 21, 2014, 07:57:24 pm

The Hermit - 31 Year

Fortress Overview

[a lot of stuff I probably shouldn't keep in my response]
Download fort - <http://dffd.wimbli.com/file.php?id=10297>

Alright, so, do you have any advice for me? I've never done a succession game before, but I think I'll be okay. Is there anything significant you did that you didn't make note of. I remember you built a sundial, but I don't remember any mention of setting it.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **Vozhban** on **December 22, 2014, 11:08:13 am**

This is my first succession game as well, so I can't really give any advice on it. As for the fort. I did used sundial in the middle of the autumn, right after i built it. And I completely fotgot about it in winter.
Regarding the cave, I've done a bit of every labor during the first year just to see what were the limits and to prepare the caves for the next years, when th FUN should begin. Archaeology seemed the most entertaining part, and helped to dispose that boulders lying around the rooms, so boulders are almost gone and you'll have to mine more if you are to build something big.
The only thing I'd suggest to do during next years is The Dice improvements, though it is not mandatory.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Meph** on **December 22, 2014, 11:54:46 am**

IgnusPoppingtonIV, how are your FPS at embark?

Immortal-D, alright, Orcs have started. :) Nice.

I updated the first post with links to each post.

Title: **Re: ☼Battle of the 8 Armies☼ - Warlock player wanted. :)**
Post by: **ptb_ptb** on **December 22, 2014, 11:57:39 am**

Quote from: Gamerlord on December 22, 2014, 05:38:24 am
Okay, downloading a 'clean copy' has just made things worse. Winrar is failing to extract it now - it get's to about 87% (I think it tries to unpack something called buildingplan.dll or something like that)

Hey there. I think anti-virus / anti-malware software is getting a false postive on the buildingplan plugin and trying to delete it / stop it being saved. You might need to set that file name as an exception or something.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **IgnusPoppingtonIV** on **December 22, 2014, 01:31:49 pm**

Quote from: Meph on December 22, 2014, 11:54:46 am
IgnusPoppingtonIV, how are your FPS at embark?

Immortal-D, alright, Orcs have started. :) Nice.

I updated the first post with links to each post.

I'm getting roughly 50fps. Drops to thirty sometimes. It's the fekkín river man. But it's whatever.. Because I'm kinda doing something crazy on said river

Edit: Game crashed. God damn it

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Boltgun** on **December 22, 2014, 03:23:56 pm**

It's the slower watching the top of the hill as the multi layers are rendered, it's faster in underground tunnels. Currently running between 75 and 120 on Ubuntu with wine, I should have roughly the same minus 5 FPS on windows.

I finished autumn, the laboratory did not crumble.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Meph** on **December 22, 2014, 03:36:08 pm**

IgnusPoppingtonIV: Quicksave. Cant say it often enough. Between twbt, rendermax (off, I hope) and all the custom dfhack scripts, crashes can happen. My FPS on the other hand were stable 150, so... Blame your CPU, not the river. :P

Boltgun: Nice recovery. I think if a fortress would fall, the next player could reclaim them and continue. We could even swap fortresses... Orc abandons, Warlock player reclaims the orc fort. Kobold player loses his camp... and the humans reclaim it. :D

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **IgnusPoppingtonIV** on **December 22, 2014, 03:48:46 pm**

Restarting now, going to set the save to seasons instead of years. Warlocks may be a bit.. Strange to pick up. Fair warning

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Meph** on **December 22, 2014, 03:53:41 pm**

Quote from: IgnusPoppingtonIV on December 22, 2014, 03:48:46 pm
Restarting now, going to set the save to seasons instead of years. Warlocks may be a bit.. Strange to pick up. Fair warning
Quicksave every week or so. Its literally just pressing Ctrl+Q and takes a few seconds. Saves you a lot of trouble.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **IgnusPoppingtonIV** on **December 22, 2014, 04:19:46 pm**

Will do boss man.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **vjmdhzgr** on **December 22, 2014, 05:23:24 pm**

I've run into some problems with the hermit. An elf ambush got revealed by a cage trap and I locked the wrong door to keep them out and immediately after the hermit rushed outside because I was cutting down some trees and now he's being chased by some elven archers and all he has is a mithril axe. Which is really disappointing because so far all my time has been spent preparing for an attack and the reason I was cutting trees was to build a more secure entranceway. What should I do?

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Boltgun** on **December 22, 2014, 06:12:10 pm**

Gnome year 1 : Autumn

Perhaps it’s time to read the manual

That escalated quickly, the fort went from hopeful into wild panic. The nature hating leader is dead and it’s up to a handful of gnomes to salvage the furniture. Only 4 of them have enough sanity to work now.

As a hint of future events, a collector issue of ‘natural battlescience 101’ was washed down the river. It took the brave leader all her concentration to read through the precious book and after two long minutes of meditation she came out ready to save the situation.

Panic! Panic!

The gnomes can survive this. Or so they think. According to the book, the first thing to build is a nature shrine. One has been placed over the cave to give it a better view with fortifications to protect it. The raw glass that was left outside is now secured for a new tinker workshop and soon enough a few lenses are produced.

→Nidrugar Rinefrenandgizren feels all right with nature. (–249)

Yeah good day to you too, nature. At least you are a better fellow than this miner who turned on the new leader with foam at his mouth.

The gnome yells: I'm a four-foot beast in a two-foot can!

The Miner bites The expedition leader in the chest, bruising the muscle and bruising the left breast's muscle through the (cotton fiber cloak)!

The Miner latches on firmly!

The expedition leader kicks The Miner in the little toe, right foot with her right foot, shattering the nail through the (cotton fiber shoe)!

The Miner shakes The expedition leader around by the chest, tearing apart the chest's fat!

The expedition leader sidesteps quickly and slashes The Miner in the right arm with her (copper hand pick), tearing apart the muscle through the (cotton fiber cloak)!

Perhaps he wanted his pick back? The chief gnome ordered more coffins.

Don't panic!

A group of washed out scientist found the camp! They are assigned to masonry (to build protective walls), mechanics and mining. Among them is the chief accountant of the expedition who will be able to fill the vacant administrative spots.

A very meager hospitable has been built for the two wounded gnomes. One took a nasty hit to the head and another have a broken arm. They both started starving immediately so the chief medical gnome has been given no other jobs then take care of the wounded.

The brain damage gnome did not survive until the winter. He was miserable and probably needed a year of surgery so perhaps it was for the best. The other gnome needs thread for his arm, hopefully the spiders will lend some of their webs.

Directship is not menaced into immediate destruction, but how upsetting it was to start by filling the graveyard. The laboratory is down to 6 gnomes, one under the care of a dedicated medic, and nature is starting to favor the gnomes. Spiders were spotted so let's hope those will join in the winter.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Meph** on **December 22, 2014, 06:16:33 pm**

Quote from: vimdhzgr on December 22, 2014, 05:23:24 pm

I've run into some problems with the hermit. An elf ambush got revealed by a cage trap and I locked the wrong door to keep them out and immediately after the hermit rushed outside because I was cutting down some trees and now he's being chased by some elven archers and all he has is a mithril axe. Which is really disappointing because so far all my time has been spent preparing for an attack and the reason I was cutting trees was to build a more secure entranceway. What should I do?

Up to you. Turn around and fight. If you die, reclaim with new hermit, make it into a story... "I stumbled upon this hollowed out cave with rooms. Strange..." (If you do this, use dfhack to make the place a lair first, that way all items stay). Another option is savescumming, but I'm not the biggest fan of that.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **qorthos** on **December 22, 2014, 07:05:45 pm**

☼Dwarves☼ - End of Year Report

Fall and Winter passed with nothing significant occurring. We finished a minecart track that will deliver raw stone and ore into impossibly small staging areas for the workshops. I cannot abide clutter. It will be moved. Most of the dwarves grumbled at the task of picking things up, setting them down again and then picking them back up again to load into a minecart. Only two migrants arrived, and they were quickly added to the nearly endless task of moving stone.

By the end of winter, most dwarves had their own bedroom with smoothed walls. The bronze industry is going at full tilt and bronze armor and weapons are being produced. But the curtain wall is still under construction, and only a tiny moat separates us from the dangerous outside world.

I ordered several minimum good levels as follows:
Spoiler: workflow orders (click to show/hide)
metal workflows:
make coke from wood (10-15)
process cassiterite (5-10)
process malachite (5-10)
smelt copper (5-10)
smelt tin (5-10)
smelt bronze from copper and tin (25-50)

carpenter workflows:
make wooden barrel (5-10)
make wooden bucket (5-10)

craftdwarfs workshop
make rock crafts (25-50)

screw press workflows:
press shadowleaf oil (10-15)

Maps of the fortress as it stands now:

Spoiler: Level 100 (click to show/hide)



Spoiler: Level 95 (click to show/hide)



And the final tally:
Spoiler: Stocks, Dwarves and Deceased (click to show/hide)

Outpost Kadollisid, •Gemclashed• FPS: 150 (29)									
Animals		Kitchen		Stone		Stocks			
Created Wealth:		26559*		Population:		19			
Weapons:		754*		Miners				2	
Armor and Garb:		3031*		Woodworkers				2	
Furniture:		3440*		Stoneworkers				1	
Other Objects:		6927*		Rangers				None	
Architecture:		6744*		Metalsmiths				3	
Displayed:		3490*		Jewelers				None	
Held/Worn:		2173*		Craftsdwarves				3	
Imported Wealth:		9414*		Nobles/Admins				None	
Exported Wealth:		2808*		Peasants				2	
Food Stores:		482		Dwarven Children				1	
Meat		231		Fishery Workers				1	
Fish		None		Farmworkers				3	
Plant		49		Engineers				None	
		Seeds		Trained Animals				None	
		Drink		Other Animals				6	
		Other						2	

Citizens (19)	Pets/Livestock (6)	Others (1)	Dead/Missing (7)
Lor Monomodgub, S-Miner Nil Lurinol, S-Miner Medtob Elikmothram, W-Carpenter Zaneg Shadmalvath, W-Bowyer Goden Unilob, W-Cutter Kilrud Sodzulbanik, S-Mason "Qorthos" Mesushat, M-Armor Kolad Nethgonshomad, M-Smelter Rerras Duziholtig, M-Weapons Amost Umarimush, C-Cloth Nesteth Umrilirisid, J-Glassmaker Mosus Zamnuththos, Toolmaker Domas Sarveshmeng, Fish Cleaner Saneb Gomomsibrek, T-Crossbowdorf Kulet Alronkod, A-Engineer Lolok Rovodsaneb, F-Farmer Inod Bashnomzust, F-Farmer Cuggan Tudrugnil, S-Mason Sosh Zikelshedim, Dwarfven Child			On Break Engrave Floor Store Item in Stockpile Sleep Store Item in Stockpile Construct Building Drink Smelt pure cassiterite (tin) Ore/R Sleep Store Item in Vehicle Store Item in Stockpile On Break Store Item in Stockpile Store Item in Stockpile Link a Building to Trigger Brew Drink/R Eat Sleep

FPS: 150 (29)			Dwarf Fortress
Citizens (19)	Pets/Livestock (6)	Others (1)	Dead/Missing (7)
Stray Boozebelly Goat Kid (Tame)			Deceased
Stray Boozebelly Goat Kid (Tame)			Deceased
Longhorn Cow			Deceased
Stray Leatherwing Bat (Tame)			Deceased
Takuth Gosmersatneng, Farmer			Deceased
Nith			Deceased
Nith			Deceased

Save Game Download (<http://dff.d.wimbli.com/file.php?id=10302>)

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **vjmdhzgr** on **December 22, 2014, 08:27:58 pm**

The Hermit - Year 32, Spring

1st Granite, 32.
As the year passes I feel as if something of significance has changed. I can't identify exactly how, but I feel different now. I suspect the dice might have had something to do with it. Nevertheless I shall continue living my life as I was.

2nd Granite, 32.
I've decided that in the event that I end up in any serious combat a simple mithril short sword won't be enough. I intend to start mining copper to combine with the tin and make bronze armor.

12th Granite, 32.
Before I started mining I realized that I had no fuel so I cut down a few trees and made them into charcoal.

24th Granite, 32.
I've finally started making bronze. The days seemed to go by so quickly earlier, but now they seem to have slowed to a crawl.

26th Slate, 32.
The last month has just been carrying moving stuff around and smelting ore. However, I have finally finished my full suit of bronze armor which will hopefully be good enough protection. The best piece is the helmet which is superior quality the rest is well-crafted at least.

2nd Felsite, 32.
I felt that I hadn't had any interaction with the gods for too long so I decided to build a house altar for each of them in the empty space next to my alchemy laboratoy. The south is to Usen the Bulwark of Searching the god of generosity, sacrifice, and charity. The north is to Gasis Figureconstructs the god of boundaries and crafts.

11th Felsite, 32.
Right after building the altars I made five prayers to each god. After I was done I prepared a wood cutting block as I intend to build a small hut above the cave which will serve as the new entrance.

25th Felsite, 32.
It seems my battle preparations were justified. A group of fifteen elven archers just attacked and I barely survived. I heard the cage trap spring and ran up to find an elf inside. I quickly locked the doors, but the warpstone must have clouded my mind and I only locked the door to my bedroom rather than the hatch to the cave.
I had already forgotten about the elves later the next day when I went outside and was surrounded by archers. I had intended to do woodcutting and wasn't wearing my armor so I ran away. Eventually I got out of sight of the elves and returned to stealthily cut down some trees and drink some water. By the time I was done the elves had left and I was back in my cave with a nice locked door between me and the elves. I still have to figure out what to do with these prisoners though.

26th Felsite, 32.
It seems the elves did not simply leave while I was gone. Upon further investigation it seems they killed my dog and cat. I'll start burial preparations soon.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **vjmdhzgr** on **December 22, 2014, 08:29:25 pm**

Alright, finished my first writeup. Any feedback on it? I don't know how to put pictures into forum posts so if someone could tell me how that'd be nice. I'll try and do Summer and Autumn tomorrow then hopefully finish Winter before Christmas.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Insanegame27** on **December 22, 2014, 08:46:22 pm**

After integration of my wasp mod can we do a battle of the 9 armies?

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Immortal-D** on **December 22, 2014, 09:19:40 pm**

I just hit Summer and 5 new ~~hauler~~monkey noble Orc clan-mates. I expect to be finished and written in the next 2-3 days.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Gamerlord** on **December 23, 2014, 04:11:22 am**

Okay, it seems to be working - I can download, extract and create new world. Now I just have to see if I can save and if I can I'm up for the second year of Orcs.

EDIT: WE'RE IN BUSINESS BABY, WHOOOOOOOO!

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Boltgun** on **December 23, 2014, 04:21:10 am**

Quote from: Insanegame27 on December 22, 2014, 08:46:22 pm
After integration of my wasp mod can we do a battle of the 9 armies?

Perhaps it can be done like dwarves and be added in an additional save.

Quote from: Gamerlord on December 23, 2014, 04:11:22 am
Okay, it seems to be working - I can download, extract and create new world. Now I just have to see if I can save and if I can I'm up for the second year of Orcs.

EDIT: WE'RE IN BUSINESS BABY, WHOOOOOOOO!

Nice

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Meph** on **December 23, 2014, 08:36:34 am**

Quote from: Insanegame27 on December 22, 2014, 08:46:22 pm
After integration of my wasp mod can we do a battle of the 9 armies?

I might be able to gen a new world, identical, with wasps in it. But I'd say one of you guys (who developed it) has to play it, because no one else knows how to yet. :P

Quote from: vimdhzqr on December 22, 2014, 08:29:25 pm
Alright, finished my first writeup. Any feedback on it? I don't know how to put pictures into forum posts so if someone could tell me how that'd be nice. I'll try and do Summer and Autumn tomorrow then hopefully finish Winter before Christmas.

Picture:
Code: [Select]
[IMG]url of your image here[/IMG], you first have to upload it somewhere. Imgur.com is what I usually use. Then just open the picture in a new tab, and copy the url.

qorthos: Your level 95 image url is wrong. You linked to the imgur gallery, not the picture itself. Should be http://i.imgur.com/FznAQns.png instead. :)

Updated the front post with all links.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **IgnusPoppingtonIV** on **December 23, 2014, 10:57:02 am**

Well, here it is. Selselheshaha. The backwater river town of Utel, the Teal Murders.

Here's the first level of the main compound. Yes I know, everythings discombobulated and weird and.. On a river. I figured everyone else was going to drill into the mountain side or build on the flat ground. I took one look at my warlocks and decided they had the magical fortitude to build on water.
[Spoiler](#) (click to show/hide)



Here we have the second level of the fort, which I wanted to have most of the workshops on. Houses below, workshops on top. If I could find a way to make it so I had houses below the houses that'd be great, but I only had a year and I have no idea if you can even do that.
[Spoiler](#) (click to show/hide)



Here's the stockpile. It's too small to be useful and I want to move it over to the compound, but I was a little busy with necromantic shrines and housing.
[Spoiler](#) (click to show/hide)



And here's what's left of the wagon. I have no idea why it's like that.. Maybe a troll got to it. Been having trouble with them. Trollble if you will.
[Spoiler](#) (click to show/hide)



A short word to my replacement.. The nobles are not the one's in charge here. That would be Bwem, and his pet fire mephit. That Mephit has killed more enemies to the fort then anything so far. Which is really the only reason I haven't butchered the little thing.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Meph** on **December 23, 2014, 11:00:41 am**

Quote from: IgnusPoppingtonIV on December 23, 2014, 10:57:02 am

Well, here it is. Selselheshaha. The backwater river town of Utel, the Teal Murders.

Nice fort on the river, a bit dangerous maybe, but certainly unique ^^

If you put
Code: [Select]
[IMG] [/IMG]

around the pictures they will show. Atm you are linking to them ;)

Any story? What happened the first year, what did your warlocks do? No character developements? :P

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **IgnusPoppingtonIV** on **December 23, 2014, 11:04:53 am**

Meph.. I know it's a bit hard to belive this but the most that happened was that the little mephit guy burned a troll to ash. The rest was just solid housing projects. A zombie fell in the water. That's about it really.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Meph** on **December 23, 2014, 11:12:17 am**

I believe you Divayth Fyr :D

I'll add it to the first post. Half of the people are done with their first year then. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Deus Asmoth** on **December 23, 2014, 11:19:16 am**

I've got the kobold year done, I'll post the report once I'm able to upload images properly.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **IgnusPoppingtonIV** on **December 23, 2014, 11:20:16 am**

On that note meph, Growable mushroom buildings when? That would be a good addition to Dunme- Erm. Warlocks

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Meph** on **December 23, 2014, 11:23:35 am**

Dont think I can do growable buildings... but maybe giant mushrooms that you can hollow out, once MDF is on 40.x is out and someone wrote a script to force-grow trees.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **IgnusPoppingtonIV** on **December 23, 2014, 11:47:07 am**

Eh, take your time mate. You got a crapton going on.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Senshuken** on **December 23, 2014, 01:27:19 pm**

Just posting this so I can follow this thread as it continues.

Like what I've seen so far.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **vjmdhzgr** on **December 23, 2014, 02:51:14 pm**

The Hermit - Year 32, Summer

14th Hematite, 32.
I've finally dug out the room, made all the coffins, and buried the animals. The elves are still wandering around outside, seemingly looking for me. I doubt they have the ability to get through a locked bone door though so I'll be fine.
Spoiler (click to show/hide)



The burial room with some elves in the background. I wasn't actually able to bury the animals since they weren't technically pets, but I dumped their skeletons in there.

15th Hematite, 32.

I've had a brilliant idea! Once I've made my small entrance room above the cave, I'll place the nith cage in it and hook it up to a lever so the next time any elves come either the elves will kill the niths and my nith problem is solved, or the niths will kill the elves and my elf problem is solved. Or even better, the elves might kill the niths, but take heavy casualties and run away!

20th Hematite, 32.

I've been faced with a significant problem. There's no source of water or brewable plants in my cave and the elves are still outside. I did make that set of bronze armor, and I've realized that there's a legendary deep bronze long sword here that I don't remember getting, but I really don't know if it'll be enough against 13 archers with mithril arrows. My alternative is to try and go down to the caverns, but I've been hearing some horrific sounds down there and know from past experiences that there are some really bad things down there. I suppose I can make a shield while I decide.

[Spoiler](#) (click to show/hide)



The elves

21st Hematite, 32.

So it turns out the only way I could make a shield would be to process the raw ores then smelt them and forge a shield, and I probably don't have enough fuel or time for that so I've decided to get my armor on and head to the caverns. Most of the things down there can't get through bronze, I'm pretty sure.

6th Malachite, 32.

I was able to go down to the caverns and drink some water from a very nearby pool. However, there were some horrific, lanky, zombielike things that interrupted me. However this legendary sword just cut right through them and they never got a chance to even try to hit me. It's still quite disgusting though as they had disgusting grey blood and they bled a lot. At least the caverns are probably safe for a while.

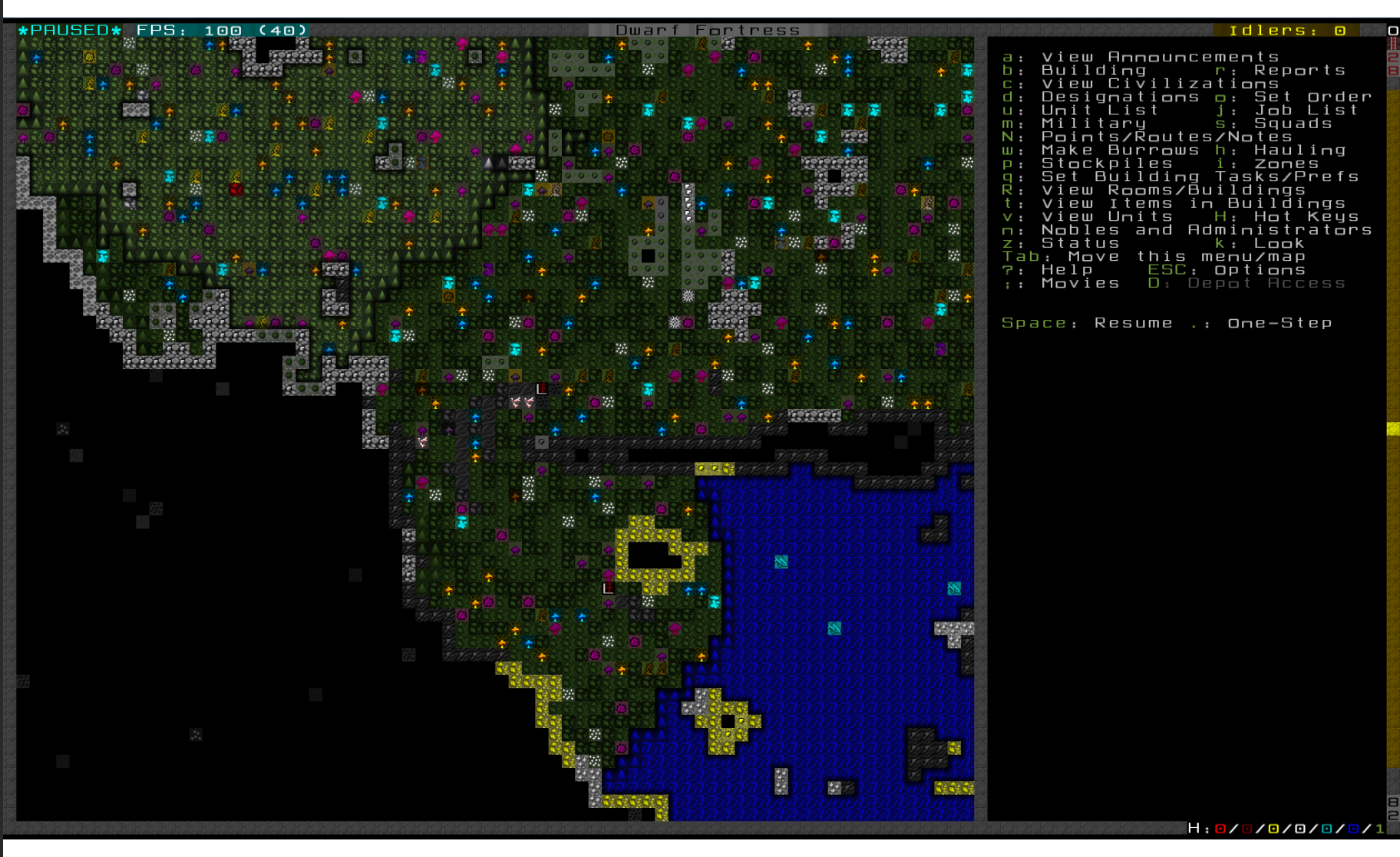
[Spoiler](#) (click to show/hide)

FPS: 100 (38) Lanky Grey Lach

The grey lach is a tall, lanky beast that would look almost human if not for the sickly dull grey skin stretching over its twisted and knobby bones. There is a definite methodical grace about the creature's movements, sinuously reptilian in nature despite its hideously wretched and awkward appearance. Abyssal eyes, as blank and dark as the starless midnight skies, are sunken deeply within its expressionless face, as if the creature somehow stands before you in body but not soul.

He is short and obese. His jade eyes are slightly rounded. He has a prominent chin. His ears have nearly fused lobes. His nose is narrow. His head is somewhat narrow. His eyes have slightly thin irises. His lips are somewhat thin. His hair is silver. His skin is gray.

Spoiler (click to show/hide)

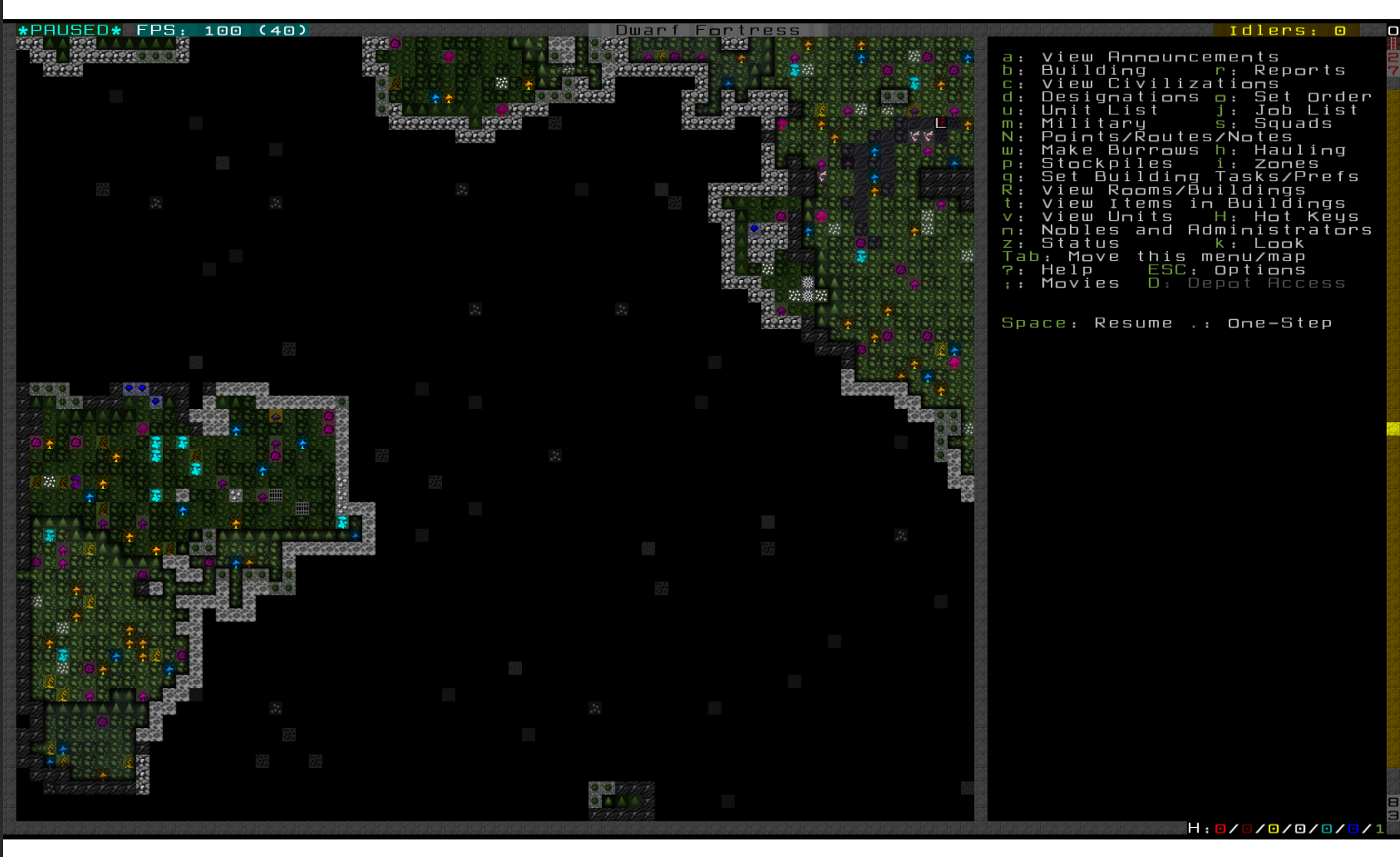


The site of the battle. The L's are corpses and the grey is their weird blood.

21st Galena, 32.

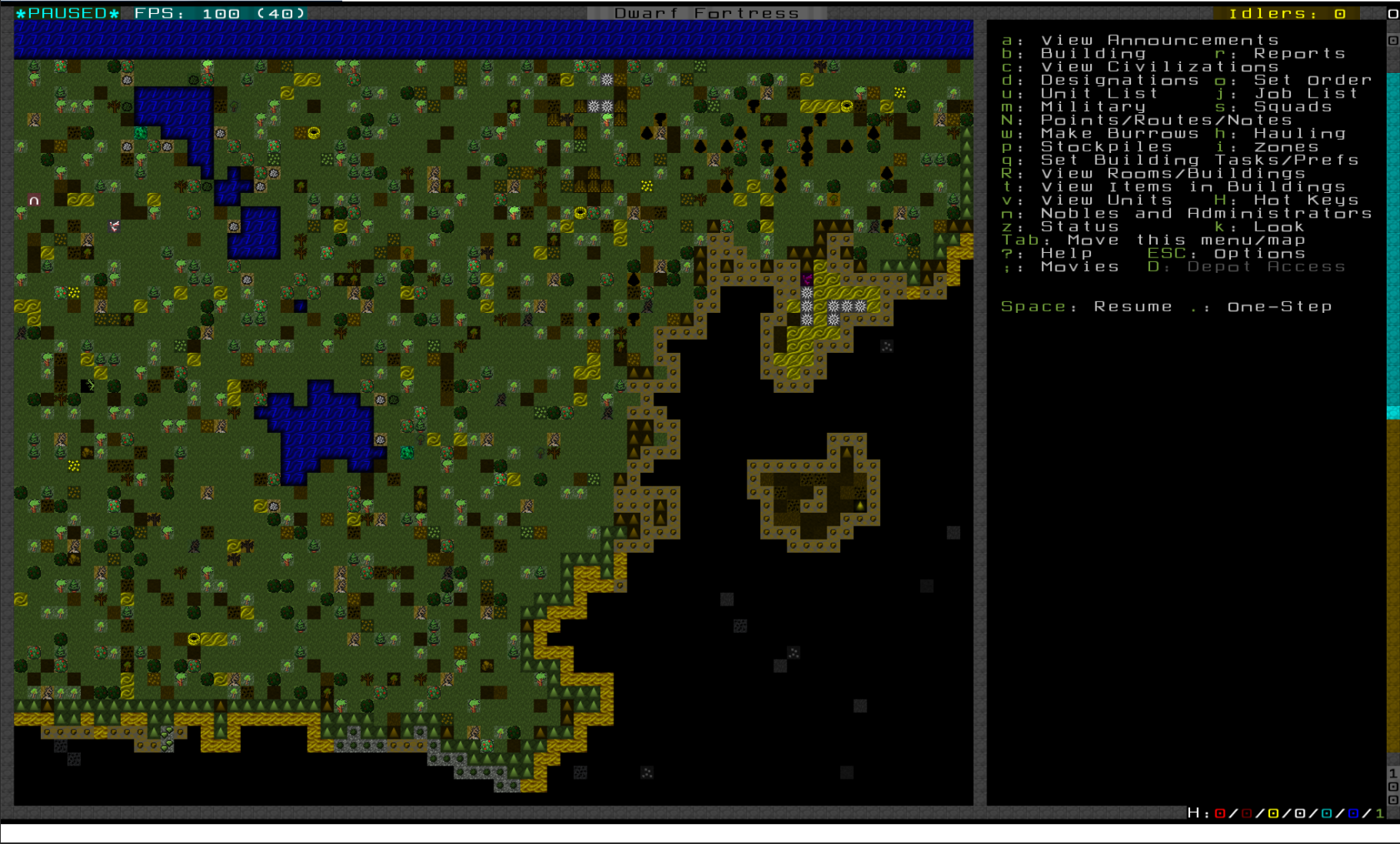
It seems the elves have finally left! It'll be so much faster drinking water from a nearby pond rather than going down the long trip to the caverns every time. In other news for the last month I've been busy preparing another way to solve two problems at once by placing the elven prisoner cages into the caverns. I'll try to link them up soon so if any big threats come in I can unleash the elves on them.

Spoiler (click to show/hide)



The elf cages

Spoiler (click to show/hide)



The glorious, elf free pond

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **smakemupagus** on **December 23, 2014, 03:35:29 pm**

Yeah the legendary sword was from an archeological ruin iirc. Great find!

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **Boltgun** on **December 23, 2014, 04:17:07 pm**

Gnome year 1 : Winter

Lost in the wild with no signal

The situation is stabilized but still pretty bad, there is no choice but to inform of the university. For this, a telegraph must be built, but with so little hands it's nearly impossible. The gnomes have brass bars that cannot be used for the task and need a dynamo for an arc furnace (I suppose this replace the ore processor). Trying to smelt unprocessed ore yield a lot of slag and one copper bar.

Meanwhile a temporary loom has been built to collect some webs, for our poor wounded who finally lef his bed.

Otherwise little to say, with no gnome power there should be nothing left for the winter.

Little hope?

Look at this!



There is an excess of food so perhaps the survivors can buy supplies? Also the gnomes made a piston right at the end of Obsidian and start a new year with the tools needed to build a seismic telegraph.

Tour of the laboratory aka I'm done, good luck

Ground level, with a bridge that can seal the entrance, depot, a few workshop and a small forge.
Spoiler (click to show/hide)



Living area with the farm, a large meeting area, administration and a makeshift hospital. The meeting hall has an empty space ready to receive a well, and designation has been made to place the seismic telegraph.

[Spoiler](#) (click to show/hide)



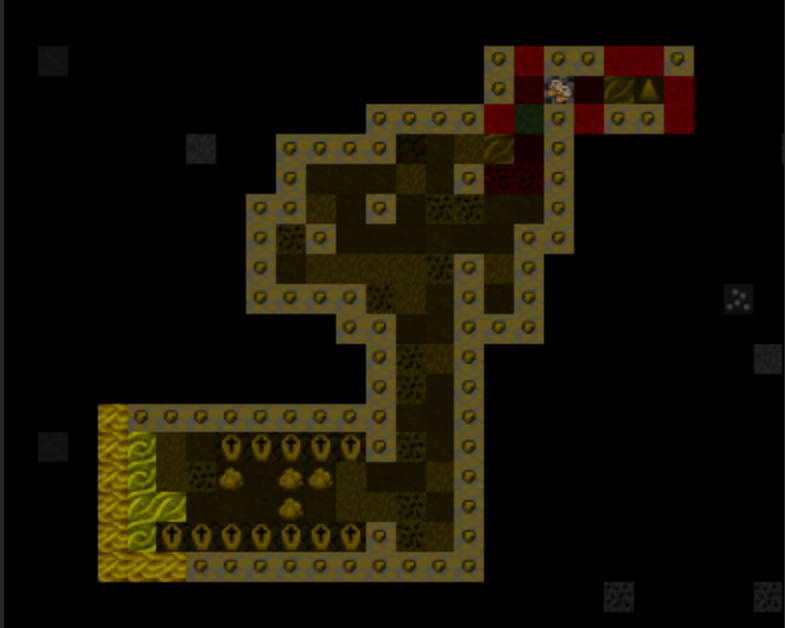
The plan was to build independent laboratories everywhere until death happened, this one contain lenses for the other workshops.
[Spoiler](#) (click to show/hide)



And on top a nature shrine surrounded with fortifications, hopefully it will become a garden one day.
[Spoiler](#) (click to show/hide)



And the graveyard, full of dead gnomes.
[Spoiler](#) (click to show/hide)



Note for the next victim overseer

- Building a seismic telegraph and getting migrant is a priority, the camp cannot achieve anything in this situation. You have the components.
- The trader is in the depot and a barrel of prepared food sent there for trade.
- The smelter is full of slag, have fun with that.
- The meeting area is ready to receive a well. Buying a rope from the traders should complete it.
- The cave is sealed with a constructed floor near the graveyard deconstruct is for FUN.
- The nature shrine's nature communion is suspended.

Vitals and lists

[Spoiler](#) (click to show/hide)

Outpost Dundgihingine, ShipdirectFPS: 157 (30) Granite, 92, Early Spring									
AnimalsKitchenStoneStocksHealth									
Created Wealth:									
You need a broker with the appraisal skill.									
Trade Information:									
You need a broker with the appraisal skill.									
Food Stores:									
MeatNoneSeeds24									
Fish4DrinkNone									
Plant14Other200									
Population: 6									
MinersNone									
WoodworkersNone									
Stoneworkers1									
RangersNone									
Metalsmiths1									
JewelersNone									
CraftsgnomesNone									
Nobles/AdminsNone									
PeasantsNone									
ChildrenNone									
Fishery Workers1									
Farmworkers3									
EngineersNone									
Trained AnimalsA									
Other AnimalsA									
AxegnomesNone									
Axe LordsNone									
Swordsgnomes1									
SwordmastersNone									
MacegnomesNone									
Mace LordsNone									
HammergnomesNone									
Hammer LordsNone									
SpeargnomesNone									
SpearmastersNone									
MarksgnomesNone									
Elite MarksgnmsNone									
WrestlersNone									
Elite WrestlersNone									
Recruit/OthersNone									

[Spoiler](#) (click to show/hide)

Citizens (6)		Pets/Livestock (4)		Others (29)		Dead/Missing (25)	
Lanrome	Daneftigearsh, expedition ldr			Store Item in Stockpile			
Nidrugear	Rinefrnndgzrn, mltry cmmdr			No Job			
Kaldim	Danrondunavisti, Fishergnome			Eat			
Gamand	Karfrutir, chief medic			Update Stockpile Records			
Dirang	Osahzrendira, manager			Store Item in Stockpile			
Faldor	Stagizsordar, broker			Trade at Depot			

[Spoiler](#) (click to show/hide)

Citizens (6)	Pets/Livestock (4)	Others (29)	Dead/Missing (25)
Alvandgizgordun, Reptile Man		Deceased	
Reptile Woman		Deceased	
Stray Kakapo Chick (Tame)		Deceased	
Garan Modumgirmwalhavis, Poult (Tame)		Deceased	
Lanky Grey Lach		Deceased	
Lanky Grey Lach		Deceased	
Lanky Grey Lach		Deceased	
Stray Kiwi Hen (Tame)		Deceased	
Stray Kiwi Hen (Tame)		Deceased	
Stray Kiwi Hen (Tame)		Deceased	
Stray Kiwi Hen (Tame)		Deceased	
`Noodles' Anginbtlgm, Stn & Rn Engrvr		Deceased	
Burosige Algodhergizr, Fishery Worker		Deceased	
Mugand Stagizdyrsturon, Engineer		Deceased	
Ahs Gefrumfara, Miner		Deceased	
Karat Halhavardumgizbo, Glassmaker		Deceased	
Azzlegizr Gotlikinfaldorneb, Miner		Deceased	
Pardor Begankolthel, Miner		Deceased	
Nith		Deceased	
Nith		Deceased	
Nith		Deceased	
Nith		Deceased	
Nith		Deceased	
Nith		Deceased	
Nith		Deceased	

Spoiler (click to show/hide)

Citizens (6)	Pets/Livestock (4)	Others (29)	Dead/Missing (25)
Stray Rattlesnake (Tame)		Tame	
Stray Small Fire Blob (Tame)		Tame	
Stray Ironclad Horse (Tame)		Tame	
Stray Rothe (Tame)		Tame	

The save on DFFD (<http://dffd.wimbli.com/file.php?id=10308>)

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **qorthos** on **December 23, 2014, 04:26:28 pm**

So many dead gnomes...

Title: **Re: ☼Battle of the 8 Armies☼ - Any Gnome/Orc/Dwarf players for year 2?**
Post by: **Meph** on **December 23, 2014, 04:36:59 pm**

I'll take the Warlocks for the second year.

Updated first post. This is going way faster than I anticipated, all players but Orcs and Kobolds are done. And we already have 5 players for the second year. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Any Gnome/Orc/Dwarf players for year 2?**
Post by: **IgnusPoppingtonIV** on **December 23, 2014, 04:51:54 pm**

I hope that's not because no one else would take it. I'd hate to derail the warlocks just because of my dumb ideas

Title: **Re: ☼Battle of the 8 Armies☼ - Any Gnome/Orc/Dwarf players for year 2?**
Post by: **qorthos** on **December 23, 2014, 04:56:26 pm**

I'll take gnomes :)

Title: **Re: ☼Battle of the 8 Armies☼ - Any Gnome/Orc/Dwarf players for year 2?**
Post by: **smakemupagus** on **December 23, 2014, 05:15:40 pm**

Don't forget gamerlord for a year of orcs, now that he's got his installation figured out :D

Title: **Re: ☼Battle of the 8 Armies☼ - Any Gnome/Orc/Dwarf players for year 2?**
Post by: **Meph** on **December 23, 2014, 05:17:30 pm**

Quote from: IgnusPoppingtonIV on December 23, 2014, 04:51:54 pm

I hope that's not because no one else would take it. I'd hate to derail the warlocks just because of my dumb ideas

No, not at all. I just want to try them out myself, to test the new additions I put in with the last update. Although I do have to say that because of all the constructions you had to do, the workshops and industry is lacking a bit :P Most people dont even have rooms, and there is no military, which is very important to have. You need to constantly run around and kill wildlife, otherwise you get no souls. ;)

Quote from: qorthos on December 23, 2014, 04:56:26 pm

I'll take gnomes :)

I'll add you to the list. Boltgun was just done with his year, so you can start playing whenever you like. The save is online. :)

Quote from: smakemupagus on December 23, 2014, 05:15:40 pm

Don't forget gamerlord for a year of orcs, now that he's got his installation figured out :D

I'll add him for year 2 of the orcs. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Any Dwarf players for year 2?**
Post by: **Meph** on **December 23, 2014, 05:42:36 pm**

☼Chained-Entrails☼ - Warlocks

The warlock fortress of Chained-Entrails is now exactly one year old. Not much of an obsidian tower or Orthanc yet, but the Steward that ran the place the first year did show signs of creativity. His designs are... controversial. Completely made of summoned ethereal blocks, a living quarter floats above the river. Most apprentices are idling around, but that will change now.

The Master Sorcerer Whip, our vampiric leader residing in his dark fortress, has finally appointed an Overlord for this location. Leghez Deepforked, creator of "Frecklyomen the locks of iron", an artefact thumbscrew, will rule from this outpost.

Quote

Leghez Almeyumefteru Treu has been fine lately. He talked with a friend lately. He slept in a horribly substandard bedroom recently. He dined in a horribly substandard dining room recently. He has complained of the lack of a well lately. He was caught in a snow storm recently. He has complained of the lack of chairs lately. He has been satisfied at

work lately.
He is romantically involved with Tneyn Barbarityoccult. He is a worshipper of Ter and a worshipper of Watheu Questmeteor.
He is a citizen of The Teal Murder. He is a member of The Incestuous Combats. He is the overlord of The Incestuous Combats. He arrived at Selselshaha on the 1st of Granite in the year 31.
He has the appearance of somebody that is two hundred twenty-two years old and is one of the first of his kind.
He is thin. His hair is extremely long. His ears have large hanging lobes. His large-irised sunken blue eyes are close-set. He has a broad chin. His lips are very thin. His eyebrows are quite long. His head is somewhat tall. His eyes are slightly rounded. His hair is white. His skin is peach.
He is agile, but he is susceptible to disease and quick to tire.
Leghez Almeyumefteru Treu likes glue, spring steel, cat's eye, willow wood and greaves. When possible, he prefers to consume kestrel, winter bloodberries, prickly berry wine and longland flour. He absolutely detests cave crabs.
He has a feel for music, good creativity, the ability to focus and a sum of patience.
He feels strong urges and seeks short-term rewards. He is very distant and reserved. He prefers to be alone. He is very assertive. He isn't given to flights of fancy. He is not interested in art. He has a good awareness of his own emotions. He loves new and fresh ideas. He revels in chaos and disorder. He does not trust others. He is guarded in relationships with others. He dislikes helping others. He would rather intimidate others than compromise with them. He would never shy away from an opportunity to say he is better than somebody else. He is not affected by the suffering of others. He tries to live a well-organized life. He dislikes contracts and regulations. He is extremely cautious. He likes working outdoors and grumbles only mildly at inclement weather. He is getting used to tragedy.
A dark sorcerer that bends matter to their will and use their fallen enemies to their advantage. They fight with magic powers that bypass any armor.

Deepforked looks over his new domain:



"We lack rooms, military and WHO THE HELL LEFT THAT LEVER UNCONNECTED TO THE BRIDGE?!" First order of business will be establishing a bonecarver and boneforge to supplement construction, the summoning of more ethereal blocks for a large square as basis for our tower, and... hunting these damn skunks. Or langurs or whatever.

Title: **Re: ☼Battle of the 8 Armies☼ - Any Dwarf players for year 2?**
Post by: **Pencil_Art** on **December 23, 2014, 06:13:29 pm**

I would claim year 2 for dwarfs, but I need to get more familiar with Masterwork first.

Title: **Re: ☼Battle of the 8 Armies☼ - Any Dwarf players for year 2?**
Post by: **IgnusPoppingtonIV** on **December 23, 2014, 06:13:41 pm**

Quote



"We lack rooms, military and WHO THE HELL LEFT THAT LEVER UNCONNECTED TO THE BRIDGE?!" First order of business will be establishing a bonecarver and boneforge to supplement construction, the summoning of more ethereal blocks for a large square as basis for our tower, and... hunting these damn skunks. Or langurs or whatever.

What program is that and how do I set it up

Title: **Re: ☼Battle of the 8 Armies☼ - Any Dwarf players for year 2?**
Post by: **Meph** on **December 23, 2014, 06:30:01 pm**

Quote from: Pencil_Art on December 23, 2014, 06:13:29 pm

I would claim year 2 for dwarfs, but I need to get more familiar with Masterwork first.

Best to download and have a look at the manual then. Almost all vanilla DF content is still available for the Dwarves, so you should have no problem playing them. Getting to know the new stuff is optional. ;)

IgnusPoppingtonIV: Its called Stonesense, and its already installed on your PC :P Just type stonesense into the dfhack window, thats it. Masterwork (or to be more precise: dfhack) comes with it included.

Title: **Re: ☼Battle of the 8 Armies☼ - Any Dwarf players for year 2?**
Post by: **IgnusPoppingtonIV** on **December 23, 2014, 06:43:26 pm**

I did the thing, and it shutdown. I guess stonesense isn't for me

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 is getting to an end...**
Post by: **Meph** on **December 23, 2014, 06:47:27 pm**

☼Spring of Year 2☼ - Warlocks

This season has been both a success and a failure. Two steps forward, one step back.

One of the first orders of the new Overlord were forming a military. Considering that no one had any combat skills and no one learned any spells, a militia was drafted, including 100% of the forts population. That should be enough to get rid of some skunks. And while 4 skunks did fall, so did 4 of ours. Into the river.

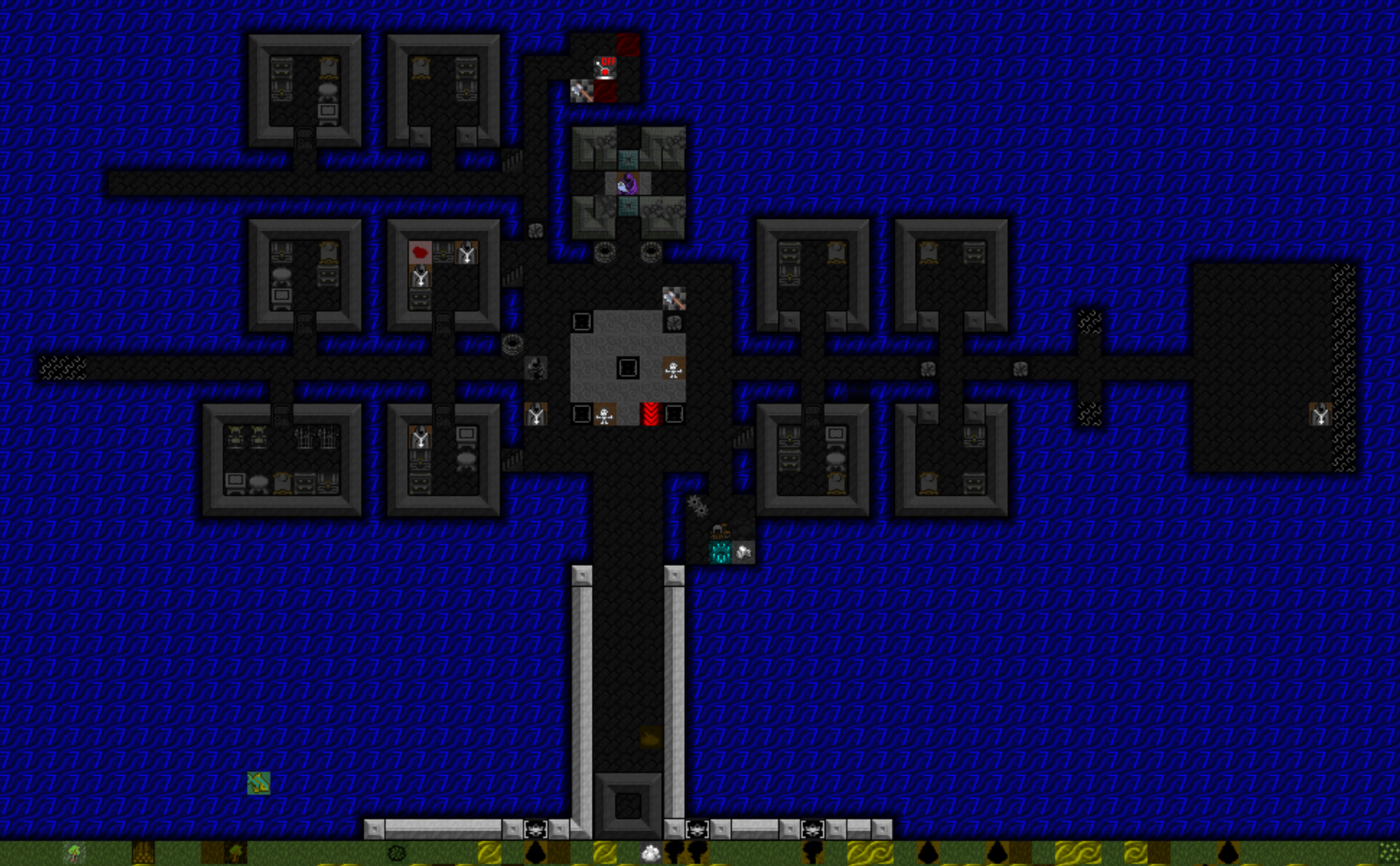
It turns out that Warlocks are not the best swimmers. While the two-headed and four-armed Ghoul managed to escape into shallow waters, two Warlocks did drown. Zippo the Zombie, the fourth victim of the river, stands slightly apathetic at its ground. Encompassed by 7/7 water, he is simply doing nothing. I dont think he minds.

One of the upcoming projects will be the damming of the river, or at least building a protective wall around its banks. Bone blocks are used so far, and to suppl... "GOD DAMN IT; WHO IS THROWING FECES?!!" ... Langurs is the answer. And so the mighty militia of ChainedEntrails was send out again, just to use a considerable amount of time to kill some stupid monkey. Turns out that no one of us has any weapons, with the exception of bonesaws (woodcutter) and picks (miners), which are not used while being part of the active military.

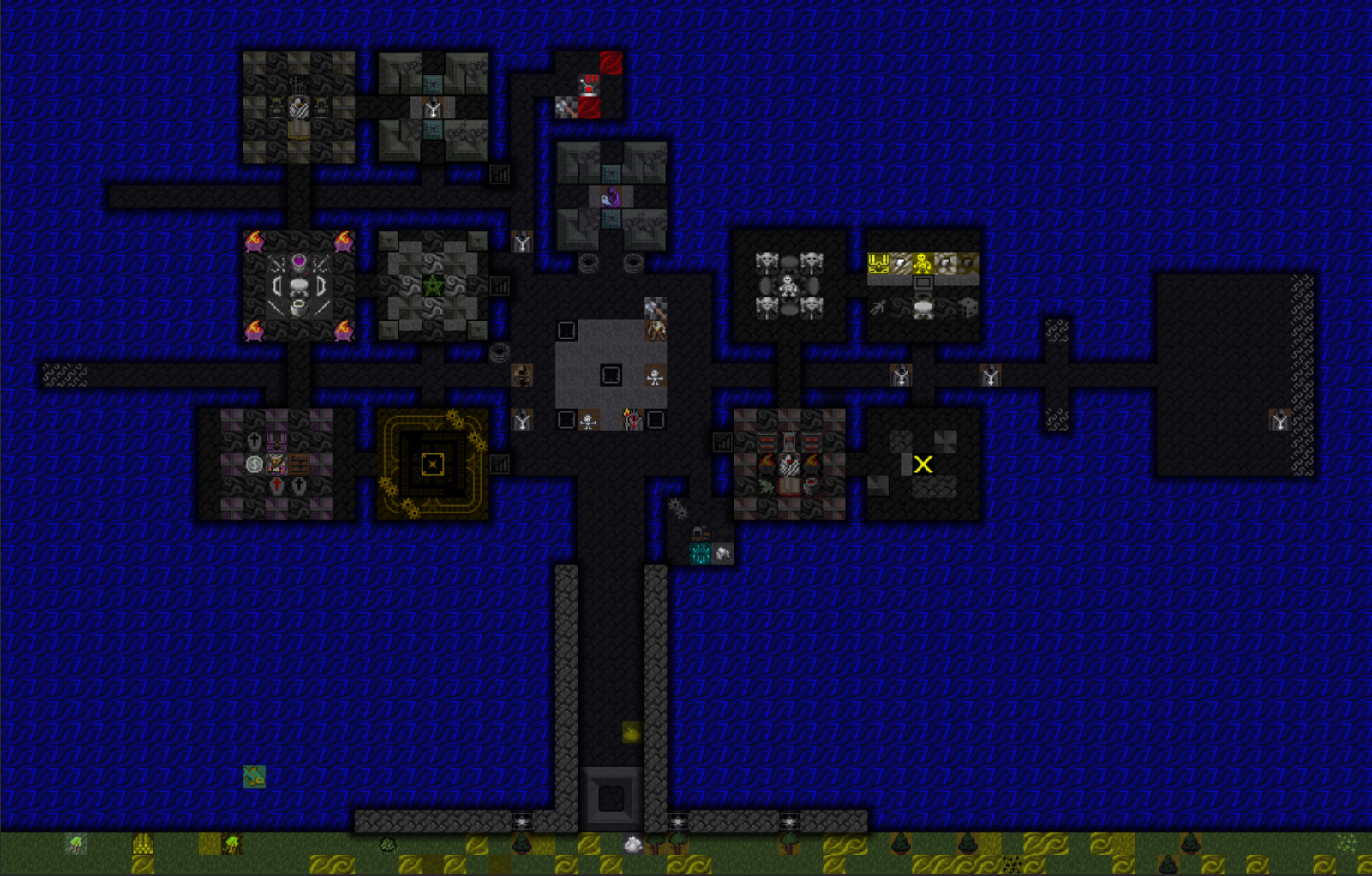
So the next batch of bones, grey langur bones to be precise, was used to make bone axes, bone mage staves and bone wraithblades, to avoid similar embarassing fights in the future. At least this time no one died, and we even managed to rescue the ghoul from the river. And with lots of souls, totems and blocks, we upgraded our workshop arsenal. The roofs of our rooms turned out perfect for this, so we added an Demonic Attorney (*buy items/beasts with souls*), a second and third Ethereal Gate (*summon free blocks/furniture*), Emissary Quarters (*start sieges*), a Hoardmaster (*sell items to get souls*), an Archeologist (*get awesome stuff from fossils*), a Blight Fletcher (*poison ammo*) and an Inscriptor (*engrave skills into skeletons*).

Also a few basic workshops on the mainland, bonecarver, boneforge, craftsmen and so forth. Some of the corpses were also turned into a new Skeleton and two new Zombies, to replace the 3 members we lost. Technically Zippo the Zombie is still ok, but he cant really do anything at the bottom of that river.

Base Level:



Roofs:



Title: **Re: ☼Battle of the 8 Armies☼ - Any Dwarf players for year 2?**
Post by: **IgnusPoppingtonIV** on **December 23, 2014, 07:02:47 pm**

Zippo was the first into the river I think. I remember because he was the first zombie, and he didn't move at all.

Title: **Re: ☼Battle of the 8 Armies☼ - Any Dwarf players for year 2?**
Post by: **Meph** on **December 23, 2014, 07:35:41 pm**

Ah, so he was already in there. I was wondering how he got to where he is. I made 2 more zombies by now, they both do their jobs.

One thing you might not know: Ethereal items have a value of 0. Even a masterwork bed or table or cabinet is worth absolutely nothing. All rooms are worth nothing. All nobles will go crazy, because their rooms are worthless. My Overlord is throwing tantrums all the time, and I dont have any nice materials to make furniture of, because no one was mining. ^^

Title: **Re: ☼Battle of the 8 Armies☼ - Any Dwarf players for year 2?**
Post by: **Meph** on **December 23, 2014, 07:51:56 pm**

☼Summer of Year 2☼ - Warlocks

Leghez Almeyumfteru Treu, overlord is throwing a tantrum!

This is not going well. Our military might be improved, because people are carrying bone weapons now and have access to two minor spells, but we barely got anything to kill this season. 3 Kakapos, thats it. The single owl and the eagle did escape, and a group of Emus spawned on the other side of the river, on that thin ledge. Even if were could reach them, our supremely intelligent Warlocks melee fighters would dodge into the river and drown. We got most of our souls this season from selling fish supplies to the Drow. This does not make me happy.

The Witch points his wraithblade at the opponent!
The Kakapo is slowed down!
The Witch charges at The Kakapo!
The Witch attacks The Kakapo but He jumps away!
The Kakapo counterstrikes!
The Kakapo bites The Witch in the head from the side, but the attack is deflected by The Witch's (shell hood)!
The Witch rushes by The Kakapo!
The Witch misses The Kakapo!
The Kakapo counterstrikes!
→The Kakapo bites The Witch in the left shin, but the attack is deflected by The Witch's (chitin trousers)!

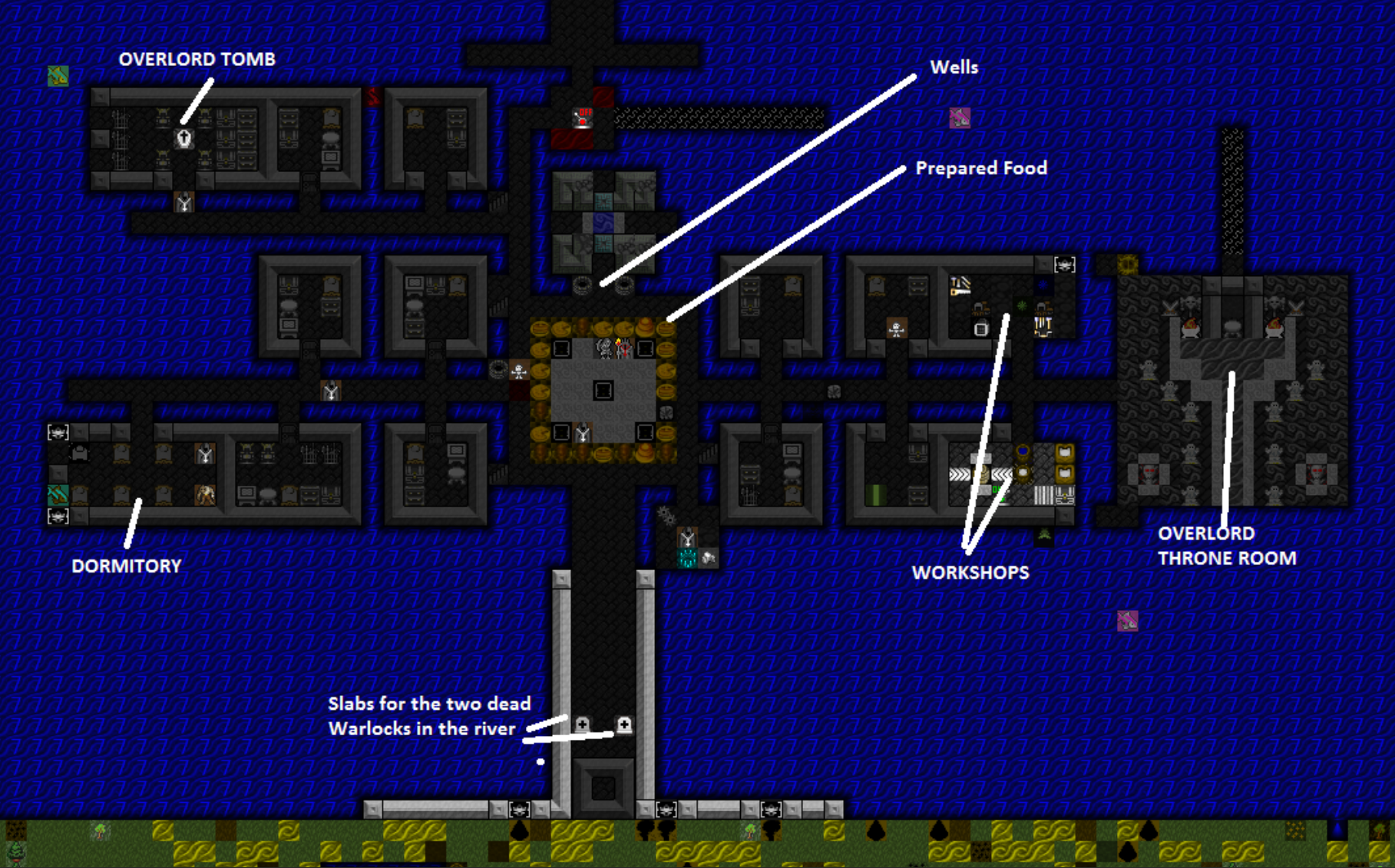
Nor do my rooms make me happy. Thin, fake, ethereal furniture... any apprentice could have this. I deserve gold and steel. Encrusted with diamonds and rubies.

I flipped a table near the kitchens, which made me feel better.

Still angry though.

We did make progress on our floating-over-the-river-deathtrap of a fortress though. A few more people have beds, a quick dormitory helps to keep 8 more Warlocks "happy". Happier than me, that is. I might have gotten my tomb, same size as their dormitory, but it sucks. Oh, and we made 4 new workshops, but they also suck. And my Throne Room is done, but god damn it, I'm so angry, no one dared to appoint me as Overlord officially. (*Appointed Overlord transforms into very powerful unit, if he goes berserk, the fort is dead*)

Spoiler: I made a sketch of the fort, then threw it into the river. Wasnt good enough. (click to show/hide)



Quote

Leghez Almeyumefteru Treu has been very unhappy lately. He was pleased to have a mandate deadline met lately. He enjoyed toppling something over recently. He dined in a horribly substandard dining room recently. He slept in a horribly substandard bedroom recently. He was upset by having a mandate deadline missed lately. He worried greatly about not having a tomb after gaining another year. He was caught in the rain recently. He has been satisfied at work lately.

Sometimes I envy the walking corpses in our fort... blissful existence it must be, unburdened by thought. Like the two new additions... we have to come up with names for them, we cant just call them "hey, zombie" all day.

Quote

"Zombie" has been quite content lately. It has been satisfied at work lately. It admired a very fine Bridge lately. It was caught in the rain recently. It has complained about the draft lately.

It is a member of The Incestuous Combats. It is a citizen of The Teal Murder. It is fifteen years old, born on the 1st of Granite in the year 17.

It is incredibly tough, but it is weak. It has a very good sense of the position of its own body, good intuition and a good intellect, but it has a meager ability with social relationships, little willpower, poor creativity, little natural inclination toward music and poor spatial senses. It is often nervous. It tends to avoid crowds. It is assertive. It likes to try new things. It admires tradition.

A moving corpse, brought to unlife to serve as cheap workforce.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **IgnusPoppingtonIV** on **December 23, 2014, 07:59:27 pm**

Well damn. This is what happens when I get all original. People die.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 23, 2014, 08:08:54 pm**

Quote from: IgnusPoppingtonIV on December 23, 2014, 07:59:27 pm

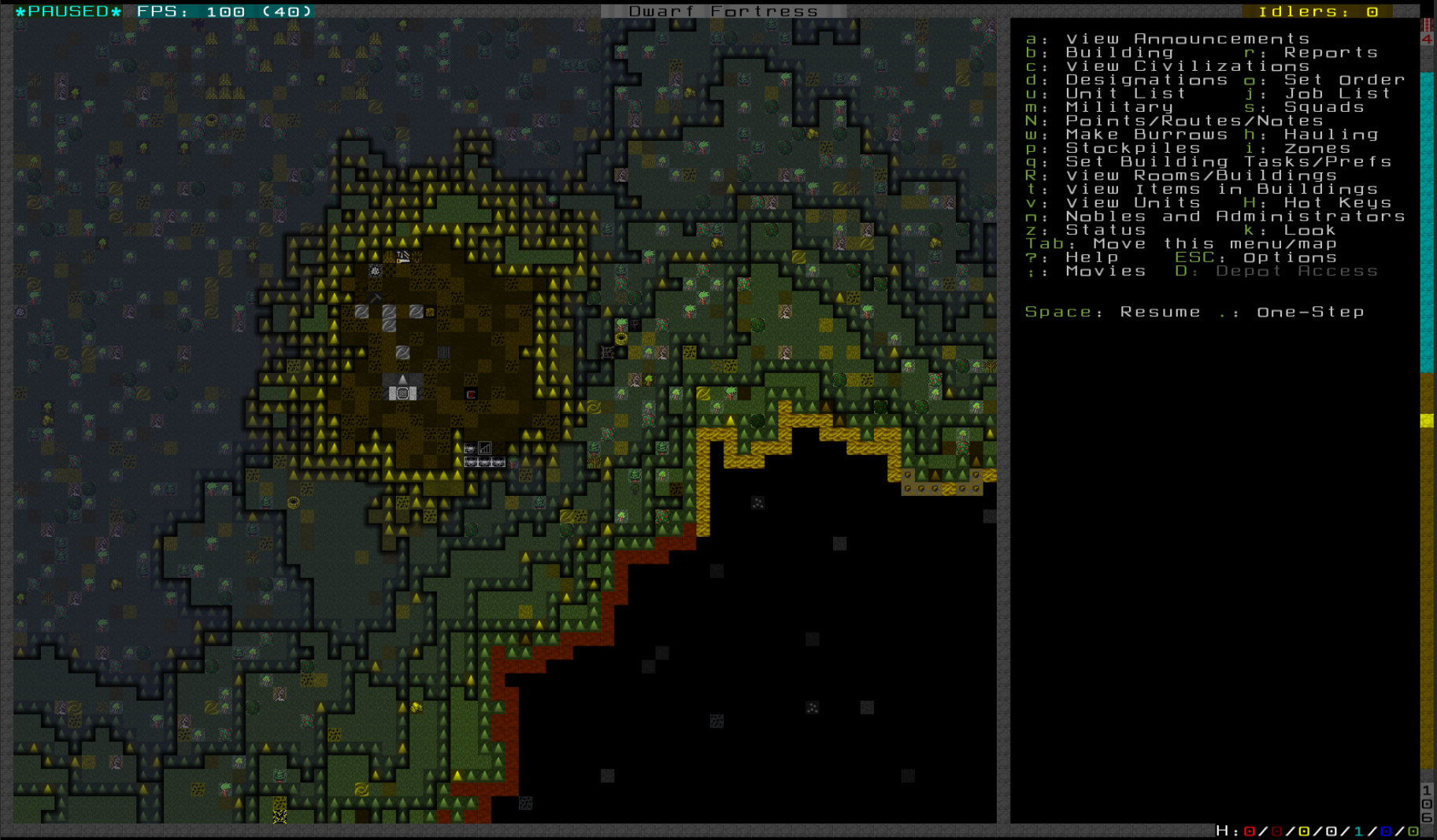
Well damn. This is what happens when I get all original. People die.

I killed people. Not you. :P Although the single-file-no-wall-walkways over the river are a bit accident prone. But they look pretty.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **vjmdhzgr** on **December 23, 2014, 08:30:54 pm**

The Hermit - Year 32, Autumn

1st Limestone, 32.
Having reached the milestone of the start of a new season I decided to reread my whole journal to make sure I still remember everything and haven't gone insane. While doing so I noticed that I haven't put any description of me. While it seems kind of strange to do so, I'm already writing down everything I do, so if someday I do something significant it might be nice to have the future readers of this know more about me.
Spoiler (click to show/hide)



The plans for the entrance so far.

Spoiler (click to show/hide)

I did actually check and the hermit is left handed. Also, how would I decorate the dice? I tried, but got confused by the sockets, and multiple dice.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 23, 2014, 08:52:11 pm**

I made Mr. Deepforked the official Overlord now. Lets see how smart that was. 8)

Quote
He is amazingly agile, basically unbreakable and strong.
He has a feel for music, good creativity, the ability to focus and a sum of patience.
He feels strong urges and seeks short-term rewards. He is very distant and reserved.
The ruler of the dungeon. He reigns supreme from the throne room and oversees the construction of the tower, the building of an army and the terrorization of the good people of the world. Evil always finds a way.

Edit:
Quote
Seriously I don't understand this, there's a workshop called Dice and the only option is *Clear the socket* then there's the warpstone dice in a display case.

He build a decoration, look at your furnace menu, at the very bottom. Decorational socket. You build one, and you can make it look like a lot of different decorations. Its purely ornamental. "Clear the socket" turns it back into default, so you can use some other icon for it if you want. I think the previous player just added it for decorational/story.

Dice are also crafts that you can make in the craftsmans workshop.

Btw, Elves are "at peace with wildlife", they wont attack the Nith. And most of the cavern monsters are nice to the elves too.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Taupe** on **December 23, 2014, 08:57:05 pm**

Good job Meph, i really like the way the succubi fort was designed.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **vjmdhzgr** on **December 23, 2014, 09:05:11 pm**

Quote from: Meph on December 23, 2014, 08:52:11 pm
Btw, Elves are "at peace with wildlife", they wont attack the Nith. And most of the cavern monsters are nice to the elves too.

Well, I just said elves because as far as the hermit knows the elves are the only ones who're trying to kill him. I'm sure the niths will work out against the dwarves, gnomes, humans, warlocks, kobolds, orcs, goblins, drow, succubi, and frost giants. I'm pretty sure the at peace with wildlife token only works on creature with the natural token and I feel most of the cavern creatures aren't really natural. Even if it doesn't work though it'll probably be fun.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Vozhban** on **December 24, 2014, 01:04:04 am**

Quote from: vjmdhzgr on December 23, 2014, 08:30:54 pm
Seriously I don't understand this, there's a workshop called Dice and the only option is *Clear the socket* then there's the warpstone dice in a display case.

I've built that decorational socket to see what can be done with it. Then I saw it can be turned into a dice decoration. I thought that would use an actual item to complete, but it didn't. So I simply decided to keep it there to have something in that corner.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 24, 2014, 10:48:18 am**

☼Autumn Year 2☼ - Warlocks

The Teal Murder has a new Overlord. Appointed in the throne room, the Warlock Deepforked has been officially made into THE OVERLORD! **side conditions include 250% increase in physical attributes and a mean temper, warranty not included.*

Quote

He is amazingly agile, basically unbreakable and strong.
He has a feel for music, good creativity, the ability to focus and a sum of patience.
He feels strong urges and seeks short-term rewards. He is very distant and reserved.
The ruler of the dungeon. He reigns supreme from the throne room and oversees the construction of the tower, the building of an army and the terrorization of the good people of the world. Evil always finds a way.

A necromantic altar has been constructed on top of the trade depot. It will allow us to resurrect Warlocks (*if you could only get them out of the river first*), to reassamble Skeletons (*none dead yet. Well... technically yes... but un-dead? Real dead? you know what I mean*) and to raise all corpses on the map. (*we got... 3 dead animals in the river, thats it*)

A great bull has been killed, offering lots of bones for new picks and even more axes. A filthy thief has been caught, Milith Corgararmepindas the Succubus, now residing in a cage. Seems fitting for a Succubus. Another visitor remained unseen, a kidnapper that made off with a tiny ghouel child. Not important, as we managed to animate 8 corpses by now, serving faithfully as zombie workers.

We also added a few workshops, mostly basic things like gemworking and both a chemist and an engineer, who is currently pumping out ethereal sawblades for the shredders. What are shredders you ask? They are workshops with only one goal: Take a resource, grind it down to dust and splinters, ready to be used in alchemical and magical experiments. Candles are in production as well, but the main ingredient is sadly missing: Scalps. Our magic books, tomes of old knowledge and the dark arts, have to be written on the skin of sentient beings. Yet, none attack us. Maybe we should attack them.

The Overlord could order his minions to do raids, but we need raid kits and targets for that. We started making bags and backpacks for our little raiders, but without any intel we can only send them out into the countryside hoping to be lucky. That has to wait though, as construction on the river is slow. Floor. Walls. Roofs. Stairs. All must be made from blocks, stacked hand by hand. Not much progress has been made in that regard.

Early winter approaches, and the Overlord broods over his options. Raid? Or defend? Hunt and kill, spending the blood and bones on rituals? On more zombie and skeleton servants? On ironbone and bloodsteel armor and weapons? So much to do, and so few resources to do it with.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **IndigoFenix** on **December 24, 2014, 12:42:44 pm**

Man, gnomes really took a hit, didn't they? Fighting any reasonably sized creature directly will do that, they're smaller than kobolds.

The Nature Shrine surrounded by fortifications is basically pointless, by the way. Taming wild animals requires them to be nearby, and able to path to the shrine itself. It's best to just have one outside and leave the job on repeat. Gnomes are at peace with wildlife, so most surface creatures won't be a problem.

Title: **Re: ☼Battle of the 8 Armies☼ - Any Dwarf players for year 2?**
Post by: **qorthos** on **December 24, 2014, 02:31:56 pm**

Quote from: Pencil Art on December 23, 2014, 06:13:29 pm
I would claim year 2 for dwarfs, but I need to get more familiar with Masterwork first.

Some quick tips:
Spoiler (click to show/hide)
Outdoor crops take two seasons to grow, and anything on the farm in winter is lost. So only plant outdoor crops in spring and summer. Underground crops take four seasons to grow, and can be planted year round.

Most raw ores need to be processed before they can be (efficiently) smelted into bars at a smelter. The smelter is the 3x5 building in the east workshop. Cassiterite and Malachite are processed there before being moved on to the smelter.

You can make anvils, doors, floodgates, etc at the stonecrafter.
Weapons and armor can be made at rockforges and glassforges if you don't have the metal available. Rock blunt weapons are okay, but the rest is rubbish. Green glass weapons and armor are better.

A lot of the misc crafting goods can be made directly at the craftdwarfs workshop from rock. This is hourglasses, abacusi, journals, etc.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **vjmdhzgr** on **December 24, 2014, 05:03:44 pm**

Would it be okay if I ended my play without finishing Winter? I probably could if I needed to, but I'm going on a vacation with no computers for two weeks starting tomorrow, and today my whole body hurts so I don't really feel like doing anything difficult (I consider this kind of difficult). If it's needed I could take pictures of everything like an overview still.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 24, 2014, 05:22:39 pm**

Quote from: vjmdhzgr on December 24, 2014, 05:03:44 pm
Would it be okay if I ended my play without finishing Winter? I probably could if I needed to, but I'm going on a vacation with no computers for two weeks starting tomorrow, and today my whole body hurts so I don't really feel like doing anything difficult (I consider this kind of difficult). If it's needed I could take pictures of everything like an overview still.

Yeah, that's ok. Much better than leaving it unfinished. Just upload the save and give a quick tour with the screenshots you mentioned. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Bigheaded** on **December 24, 2014, 05:31:59 pm**

Very annoying that i can't screenshot, tried a few different things but i'm not getting anywhere and usually in my writeups i add quite a few, so really a bummer.

Humans

Bigheaded the Cheesy's Journal Continues (from <http://www.bay12forums.com/smf/index.php?topic=146594.msg5894199#msg5894199>)

A migrant wave pops in, we've got a good 20 men now, one of which says he's some form of squire and is going to be a knight. As if my thoughts of a Military were read, so i joined him up with the most skilled dwarf i could find.
Spotted the miners heading out 3 miles to a quarry. I suggested somewhere a little closer to home, so that the military should be able to help out should something turn up AND make it slightly easier to extend the walls later on.
Sorted out the well, although it looks a bit stupid being right next to the river, still, some of the others "MUST" use the well for some unknown reason and now arn't poisoning themselves.
Set up a kitchen for some more delicious meals and my Brewery is doing well, not managed to stash any away yet, mostly because i've been sorting other stuff out rather than rooms.
Sent two people to join the one and only Guild we've built, which is the Carpenters Guild, although we do have the knight as mentioned as well as a metalsmith's guild guy (not the one who made the slag morningstar).

The bookkeeper has just kept moaning that his little office isn't good enough. Problem was, was that we don't really make anything which looks pretty so a bit hard to raise the conditions of the room. So i gave it a great amount of thought, POSSESSED to make something which would shut him up.

Decided that of all things to make, i could make a mechanism, i'd seen them do it, but mine would be far more awesome and use 3 stones instead of the usual one. The last thing i needed to make it perfect was some cloth... but not like the stuff we had.

Thankfully again, some traders came by, they were so angry that we didn't have a Depot, that the liason just left. I decided to fix this and get one built and there it was! Cloth made of wool! I grab some and finish off my mechanism.

I was pretty happy with it and had drawn the beginnings of our settlement on it: The Barbed bands of Yawning Union, deciding to settle here in Year 31. I also decided to draw some dwarves looking very petty on it, to show how much better humans were.

I told the local mechanic to make a completely useless lever for the bookkeeper out of it and dumped it in his room. He seems delighted about it, which is just as well.

Coming now into Autumn, we had the first big SCARE since i was in charge, some half man half lizard ran in and bashed our best trader to death, i sent out the military but the main two were just sleeping and the only one available was a recruit with a copper spear. He stabbed the lizard a couple of times but then was BITTEN in the arm and shaken around by it, opening the artery, so i'm a bit worried about him, may have to assign him to the bookkeepers office and lock the door and see what happens to him.

I began construction of some housing, but trying to build it inside the walls is more of an issue that i first thought, it looked so ugly i decided to cancel it for the time being.

After these incidents, i wouldn't surprise they changed me for someone else come Winter, but as i'm still in charge i will do as i see best until then.

Upto 24 people so far, including the bitten recruit. We have a lot of fish, but apparently the fishmongers arn't interested in it once it's been processed, which is rather weird. We have a large amount of strawberries and plants though which they are willing to take, so financially looking pretty good. Also managed to get a small area of underground farming up, and purchased some plump helmets & sweet pods, brewed them (which gives you seeds back) and planted the seeds.

Alas Winter has arrived and will soon see if they put someone else in charge.

Nothing particularly scary happened. Military is slightly better equipped, i've set it so that you can add to the 2nd military and they should "generally" start to spar more than train, but separating into groups of two is still more efficient.

The guy who was bitten by the werebeast is currently locked in the bookkeepers study with some food and drink. He hasn't transformed yet so it may not have transferred.

As i said i changed where the location of quarrying, in the hope that when we reach ground level we can use that surface to build on. You can quarry elsewhere if you prefer.

Other than that, i don't think i really achieved very much sadly. I REALLY disliked the labours on everyone being set to do everything, i personally get specialists. I left most people on farming and fishing though, so that if they went inactive they had "something" to do.

The save is here: <http://dff.d.wimbli.com/file.php?id=10311>

Just reading the two posts above, was i supposed to finish winter? Confused.

Anyway, i'll speak with Than402, we'll decide between us if he's taking over now or if he wants me to finish winter ;)

I may take a year later on, but writing up really isn't that same without pictures from me, the only way i'd be able to screenshot is if i take picture with my phone of the screen, which isn't the same :P

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 24, 2014, 05:34:12 pm**

Players should play one year. Spring, Summer, Autumn, Winter. Beginning of next spring, they upload the save for the next player. vjmdhzgr seems to have no time in RL atm, so he only managed to do 3 seasons instead of 4.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Bigheaded** on **December 24, 2014, 05:42:42 pm**

Quote from: Meph on December 24, 2014, 05:34:12 pm

Players should play one year. Spring, Summer, Autumn, Winter. Beginning of next spring, they upload the save for the next player. vjmdhzgr seems to have no time in RL atm, so he only managed to do 3 seasons instead of 4.

aha, already sent the PM over to Than402.

Sod it, i'll finish up the last season.

Honestly thought i'd already done a Winter :P

Continuing Human Y2.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **vjmdhzgr** on **December 24, 2014, 05:52:36 pm**

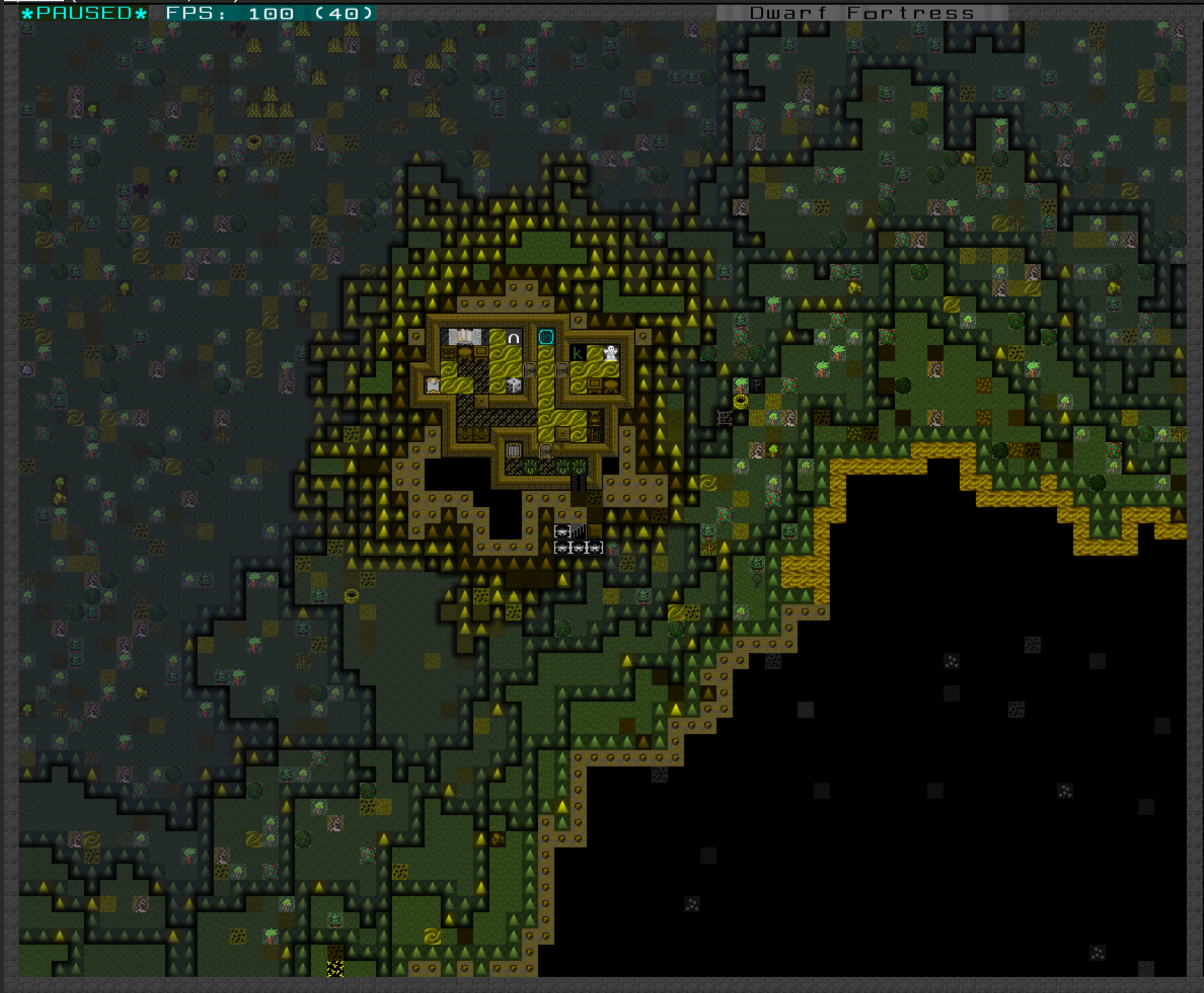
The Hermit - Year 32, Early Ending

Top of the cave-I've added a carpenter's workshop and wood splitting block and removed the wood furnace since the standard smelter can make three charcoal from one wood.

Spoiler (click to show/hide)



First floor-bedroom, unchanged from previous year.
[Spoiler](#) (click to show/hide)



Second floor-Metalworking, also unchanged except a few more bars of metal.
[Spoiler](#) (click to show/hide)



Third floor-Whole bunch of workbenches and stockpiles. I think I might have changed some of the stockpiles because the hermit kept doing stupid things, but mostly unchanged.
[Spoiler](#) (click to show/hide)



Fourth floor-Zoo, several workbenches and mason's workshop. The north shrine is to Gasis, the south one is to Usen. Gasis is the one with spheres that do things other than slam enemies to the ground so I'd reccomend praying to him more.
[Spoiler](#) (click to show/hide)



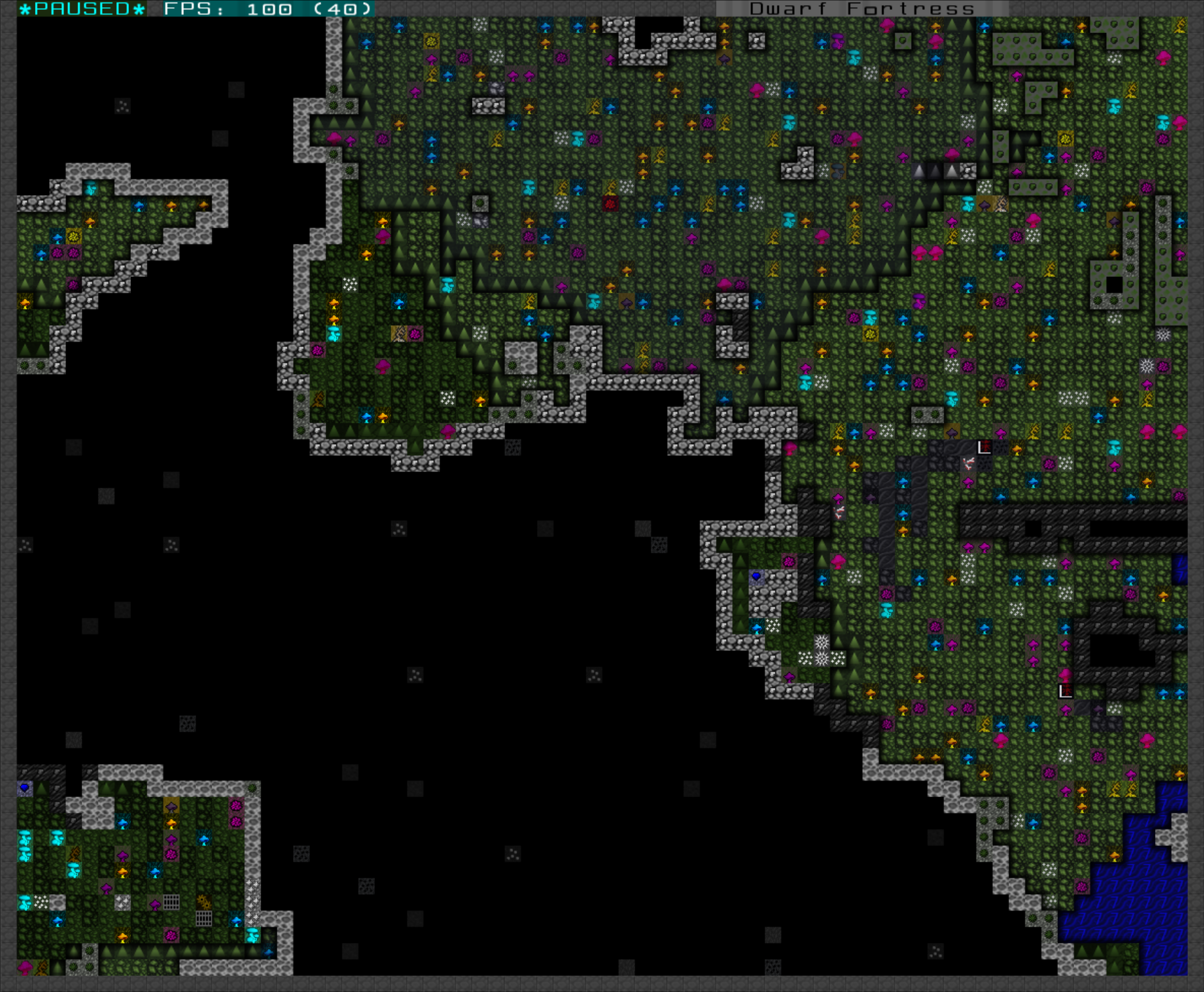
Fifth floor-Used to just be a crafts workshop, I've added a mechanics workshop and a few coffins. The lever is linked to one of the two elf cages in the caverns.

[Spoiler](#) (click to show/hide)



Cavern entrance-The elf cages are in the bottom left corner. The entrance itself is the ramps at the top right.

[Spoiler](#) (click to show/hide)



Dead/Missing Screen
[Spoiler](#) (click to show/hide)

FPS: 100 (39)		Dwarf Fortress	
Citizens (1)	Pets/Livestock (2)	Others (21)	Dead/Missing (29)
Lanky Grey Lach			Deceased
Lanky Grey Lach			Deceased
Kor Zaglokm, Hllcntn Tht Is Rpdly Dspprng Glssmkr			Deceased
Udl Alththbm, Hllcntn Tht Is Rpdly Dspprng Stnwrk			Deceased
Olin Etursd, Hllcntn Tht Is Rpdly Dspprng Frmwrkr			Missing
Eddaz Feltat, Hallucintn Tht Is Rpdly Dspprng Wvr			Missing
Becor Inrusadur, Stray Dog (Tame)			Missing
Klt Eshtnssh, Hllcntn Tht Is Rpdly Dspprng Wpnsmt			Missing
Reptile Woman			Deceased
Stray Kitten (Tame)			Deceased
Stray Kitten (Tame)			Deceased
Stray Kitten (Tame)			Deceased
Stray Bull Calf (Tame)			Deceased
Kdl Skrththl, Hllcntn Tht Is Rpdly Dspprng Wdwrkr			Missing
Eral Etursibnr, Hllcntn Tht Is Rpdly Dspprng Scrbr			Missing
Urdim Asobzuglar, Stray Puppy (Tame)			Deceased
Mistm Lnrdbn, Hllcntn Tht Is Rpdly Dspprng Wdwrkr			Missing
Dedk Mmgzlth, Hllcntn Tht Is Rpdly Dspprng Wdwrkr			Missing
Bsmr Urvdtzk, Hllcntn Tht Is Rpdly Dspprng Wdwrkr			Missing
Stray Cat (Tame)			Deceased
Stray Cat (Tame)			Deceased
Ezum Etomkgk, Hllcntn Tht Is Rpdly Dspprng Wdwrkr			Deceased
Erith Osdeg, Hallucntn Tht Is Rpdly Dspprng Wdwrkr			Deceased
Stnthd Zfnrcth, Hllcntn Tht Is Rpdly Dspprng Wdwr			Deceased
Thltg Gdrsnb, Hllcntn Tht Is Rpdly Dspprng Wdwrkr			Deceased
Nabrth Brmtn, Hllcntn Tht Is Rpdly Dspprng Wdwrkr			Deceased
Okst Mstmsrvsh, Hllcntn Tht Is Rpdly Dspprng Wdwr			Deceased
Nith			Deceased
Nith			Deceased
v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Manager, r: Remv Cre			
l: Manage labors (DFHack) s: Search			

Fortress overview screen
[Spoiler](#) (click to show/hide)



File download
[Spoiler](#) (click to show/hide)
<https://www.dropbox.com/s/oub9g6wm87oirsr/Battle%20of%20the%208%20Armies%20-%20Hermit.zip?dl=0>

I think I got everything, but if there's any questions they need to be asked soon because of aforementioned vacation.
EDIT: The download has been updated with the new, I'm pretty sure working, link.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Bigheaded** on **December 24, 2014, 06:22:35 pm**

Sorry about that, Winter was mostly uneventful and spent most of it flattening the ground to make wall building easier around the perimeter.
Spring has arrived:

<http://dffd.wimbli.com/file.php?id=10312>

I've asked Than "very nicely" if he can upload a few screenshots seeing i am unable to. I've no idea why i can't :(

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Taupe** on **December 24, 2014, 06:59:11 pm**

What race is the hermit exactly?

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 24, 2014, 07:01:20 pm**

Hermit race. It is its own civ. Modelled after dwarves.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Deus Asmoth** on **December 24, 2014, 08:52:56 pm**

Sorry this took so long, people. I was planning on touching this up before I posted it so it would look better, but I'm four whiskeys into a Christmas Eve party and I don't trust myself to stay away from obscene puns.

Kobolds, Year One (Summer/Autumn/Winter)

Asmoth’s Journal, 5th of Hematite

I’ve gotten Habobi to dig a small well so that we’ll still have access to water even if we get cut off from the river for whatever reason. It should also stop the others from drinking out of the pools of stagnant rainwater lying around. Just because everyone else thinks we’re scum doesn’t mean we have to act the part.

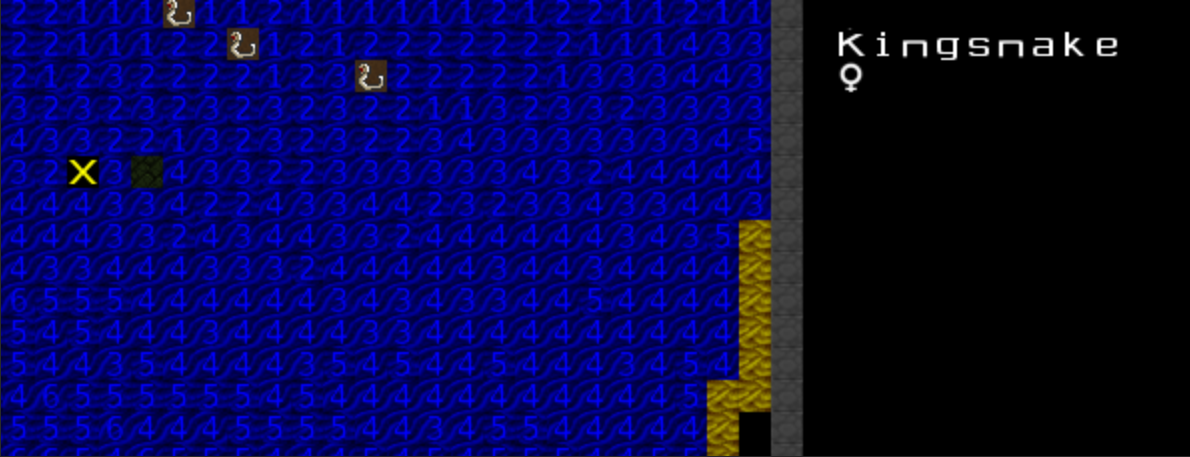
13th of Hematite

We’ve blocked up the path from our cave into the underground caverns. It should prevent evil forces murdering us all.

1st of Malachite

... I didn’t know kingsnakes are amphibious. Perhaps they’re just weird.

[Spoiler](#) (click to show/hide)



10th of Malachite

Some migrants have arrived, bringing with them a honey badger, a honey badger man and a giant honey badger. As a bonus for getting three of a kind, the gods granted us a protector, a young ogre by the name of Habins Enabobim. He’s already taken a liking to one of the migrants, carrying her around like a cubbold would a piece of loot.

13th of Malachite

Jenebi, our ogre friend, has been insisting that we build a home for Habins, but we need rock blocks for such a thing. I’ve asked Habobi to try digging some, but he doesn’t think it’s possible with a wooden shovel. We’ll think of something. In the meantime, I’ve sent a few of the migrants fishing. As long as the kingsnakes don’t learn how to swim suddenly, they should be fine.

3rd of Galena

Ins Oneldhim, our Doer of Various Things, told me that he wants to start counting our shinies now. I pointed out that we don’t have any shinies, since we haven’t acquired any from people with no further use for them yet, but apparently if he verifies that we have no shinies at the moment, he can extrapolate how many shinies we will have at any given point in the future. I have no understanding of such witchery, so I left him to it.

19th of Galena

Some merchants arrived. One of their guards even killed a bobcat for us. Yum!

4th of Limestone

We’ve set up a small hospital deeper inside the caves. Well, I say set up. It’s more like I’ve told people where things are eventually going to be set up once we get enough time, presuming we haven’t all been killed.

9th of Limestone

Gah! Damn dirty monkeys have invaded our home. They’ve killed the baby toad that the migrants brought with them, which I was hoping would be a good source of poison in the future. Since our military currently numbers one, I have some doubts about if we can drive them off without aid from the merchants.

12th of Limestone

The langurs have been successfully eradicated, with aid from our merchant friends. Our marshal, Enteba, performed admirably as well, personally killing one of the monkeys. A pair of the langurs managed to slip past her and the merchants, killing some newborn jackrats and one adult, but our giant honey badger savaged both of them. In thanks, we purchased a mate for him from the merchants. Thanks to the langurs, we probably have enough food for quite a while.

20th of Limestone

More migrants have arrived, bringing a fisher gremlin and another toad with them.

1st of Sandstone

One of the migrants, a pup called Shonobi, has taken over my workshop and is demanding stone. We’ve made a new shovel, and hopefully Habobi will be able to manage to get something with it. If not, we may need to use it to put the pup down.

9th of Sandstone

Habobi managed to knock down a few bits of rock, which Shonobi seems to be satisfied with. This has also resulted in a new entrance for our cave, so I’ve had the old one sealed to prevent invaders taking advantage of it.

14th of Sandstone

Shonobi has created Helpedcontained the Diversion of Competing, a gneiss amulet. A very gneiss amulet indeed, if I may say so.

20th of Sandstone

The carpenters have begun creating a fence around the cave to ward off attackers and monkeys. Mostly monkeys, to be honest. Any of the big races that want to get in and kill us will probably just set fire to the fence, but it’s better than nothing, I hope.

13th of Timber

We can probably ensure self sufficiency in food at this point, but I worry about what will happen should the river freeze over. It may be worth re-opening the caverns if this happens, though we could probably survive by juicing some plants instead.

26th of Timber

Ins, our hoardcounter, tells me that he’s finished counting all of our bits and pieces. He seems to have written his results down in a book like this one, though I lack the knowledge to decipher his scratchings.

13th of Moonstone

A damned succubus tried to sneak into camp today and make off with a child. Once she saw we have none, she fled the cave without killing anyone.

14th of Opal

A group of leprechauns started hanging around outside the fence, but Enteba managed to kill them all.

1st of Obsidian

The great god Shabo appeared to me in a dream last night. "Asmoth," he said, "You must learn to become a kick-ass bear." He vanished before I had time to ask his meaning. I shall have to embark on a spirit quest to discover my purpose.

28th of Obsidian

I may be meditating for a long time on my quest for enlightenment, so I have decided to pass the leadership of the cave onto another.

Final picture of the inner camp:

[Spoiler](#) (click to show/hide)



Kobold Year 2 (<http://dff.d.wimbli.com/file.php?id=10315>)[/color]

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Immortal-D** on **December 24, 2014, 09:43:00 pm**

Log of Zatalatgothra, Summer year 31

Work continues, slowly transforming this unassuming meadow into a proper stronghold. Workshops are a bit scattered right now, with everything feeding from the central stockpile. I'll leave proper organization to my successor, as my goal right now is to establish as much basic infrastructure as Orcly possible. We have enough charcoal now to begin purifying the copper ore, and our single anvil has been given to a Metalsmith Forge. We have attracted a small band of of wandering Orcs, all of whom are eager to join our clan. One of them even brought a pair of Squig pups! (basically the Orcish version of Boars. Once we establish a herd, dinner will be bacon every night :D) As we get them settled, a few Dire Wolves take this down time to play in the muddy cavern of our soon to be farm :)
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)

Seems that Nature did not appreciate my previous assertions. We were simultaneously assaulted by Corpse Grubs, a Kobold Thief, Badger Boar, and a Giant Beetle. We managed to fend them off, but our Wolves are not in the best of shape. Fortunately one of them birthed a pup recently, but I fear we may lose half the pack during Winter. Even if they survive, I don't know if the 2 wounded ones are in any condition for breeding.
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)
In light of our dwindling Wolf strength, one especially large Orc says he has significant experience swinging a blade, and is summarily drafted into a 1-Orc militia.

During all this, it is finally brought to my attention that our Liaison has arrived, and the merchants can't figure how to cart everything down the mountain. A depot is hastily constructed from spare marble and sandstone, with armful of rough gems and assorted goods being dropped off. Figures that our first contact would be the novice traders, no experience in the real world. They fumble about atop the mountain, ultimately deciding that climbing down a few ramps is far too dangerous >:(
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)

The Liaison leaves with nothing but pleasantries and a contract. If there wasn't so much work to be done, I'd strap him to the next Caravanserai Longboat myself. As it stands, we're in for a rough Winter.
~~~~~  
~~~~~

OOC: So yeah, nature decided to pay us a visit. Niths are all dead, but I actually miss them as an easy fight, lol. The Kobold Thief had a golden dagger and did a number on one of the Wolves before I was able to organize a response. Both friend and foe seem to enjoy coming from the southern edge of the map, effectively the crest of the mountain. No clue why the traders were unable to use ramps, but we might have to make some early expansions to secure a route. At least we're in no danger of starving, which is a nice change for me. Morale remains average, due to 'same old booze' & 'stale water' thoughts. Orcs have yet to lose anyone, but if the river freezes during Winter, we're gonna be in trouble.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Boltgun** on **December 25, 2014, 04:56:37 am**

Quote from: Bigheaded on December 24, 2014, 05:31:59 pm
Very annoying that i can't screenshot, tried a few different things but i'm not getting anywhere and usually in my writeups i add quite a few, so really a bummer.

On windows try greenshot : <http://getgreenshot.org/>

It override the printscreen button with a easier behaviour.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Icy03406** on **December 25, 2014, 08:02:02 am**

Can I play in? I'd love to play as gnomes, or maybe humans. :D

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 25, 2014, 08:16:27 am**

Quote from: Icy03406 on December 25, 2014, 08:02:02 am
Can I play in? I want to play as gnomes, or maybe humans for the third year. :D

Sure. I added you for the Gnomes in Year 3. :)

I updated the first post with links to all story posts.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**
Post by: **qorthos** on **December 25, 2014, 09:54:06 am**

Gnome year 2 : Spring

Getting Started

The gnomes are in rough shape. Only six of us have survived. We lack almost all types of metal goods, and don't have the equipment on hand to produce an arc furnace. Malachite is being tossed ore and all into the smelter and this is incredibly inefficient.

We also lack a Seismic Telegraph, a well, and defenses.

And to top it all off, the hall-ways of level 100 (the entrance) and level 101 don't stack.

Trading

I off loaded the robes and shirts of various dead gnomes in exchange for rope, a river otter, a rattlesnake and miscellaneous plants. I've asked the merchant to bring back crates of every type of supply next year.

Forgotten Goods!

There was a crate of geological supplies at the top of the hill. Inside was a heavy brass piston and two brass oscilloscopes. Along with the crate was group of anthracite boulders. Those are being tossed into a smelter for quick coke.

New Construction

The well and Seismic Telegraph are built and I sent a signal out requesting a new caravan. Work is moving along in creating a tunnel and pump-house that will supply hydroelectric power to the auto-machinery.

Spoiler: Overview of level 100 at the end of spring (click to show/hide)



What I wouldn't give for another six gnome workers...

Humans, Year 3

From the mayor's log of Blockwade, y.33

1st Granite,33

I've been elected as the new caravan leader for the year. That should not be too hard, the city is stable enough. The previous caravan leader has begun a housing project and continued tearing down the hill. I shall keep up the project (we are currentlty sleeping at the hospital which is both unsanitary and unpleasant, given The Jack still receives surgery for his wounds.

What concerns me, though, is the weakness of our defenses. As a sergeant to the city watch (if you can call us that), i have to admit that the condition of our army is terrible: we are only four people armed with copper weapons and armored with leather and copper, and one of us is unable to fight. And aside from some short walls and a few drawbridges, the city lacks any defenses to speak of.

I think i will sell what leather's left and with the money i'm gonna hire a few mercenaries. I'll also build weapon and cage traps. The enemy won't catch us unprepared.

After that, i'm gonna sort out the city: I will move the workshops to the workshop building we have constructed and i shall dig to make more room for stockpiles.

10th Slate,33

The first rooms have been completed. I also have started constructing a tavern.

2nd Hematite,33

The elves arrived. I sold them some tattered clothes and some gems for a mithril bar. As a sergeant and the best warrior in the town, I ve decided to get myself a new spear! I'll also sort out the merchant stalls, the inner walls that currently serve no true purpose and the rest of the worshops.

Also, I've been told that I am skilled enough to become a knight someday! Dame Lalcil, it sounds great.

18th Hematite,33

Since we've become significant enough to have attracted an elven caravan, we had our first election for a mayor. A merchant named Kofi Villagecathedral won, so my rule in Blockwade is over.

28th Hematite,33

Okay, now that I'm a mayor I have to write in this log. Time for some true leadership!

My first order of business will be to establish a merchants' guild chapter in Blockwade. We will then be able to rent room to teachers and foreign merchants, as well as drawing caravans. Also, we've ran into forest imps, but they were spotted before they could do any damage. Also, I'll move the Depot and get on with the housing project.

1st Limestone,33

The human caravan arrived and offered to make us a barony. I accepted and proposed a miner for the position.

21st Limestone,33

Our prosperity has not gone unnoticed. We've caught a snaga that had come to kidnap our children. We must be careful.

20th Timber, 33

Everything is going swimmingly so far, except for the lack of wood. The baroness, however, couldn't wait to finish her appartments and has gone mad. Sigh...

Also, we've got three succubi that tried to infiltrate our town. We've locked them with the orc. Haven't decided what to do with the four of them yet.

1st Granite, 33

Well, the year went by uneventfully.We built a shredder and i prepared the facilities for another guild. Maybe the masons' guild would be a nice addition. Aside from that, I built a few more houses, received migrants and continued the time honored tradition of tearing down the hill.

Blockwade From Above
[Spoiler](#) (click to show/hide)



(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_331_zps248e1554.png.html)

Blockwade From The Surface
Spoiler (click to show/hide)



(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_332_zpsdd57250c.png.html)

Population/statistics/dead
Spoiler (click to show/hide)

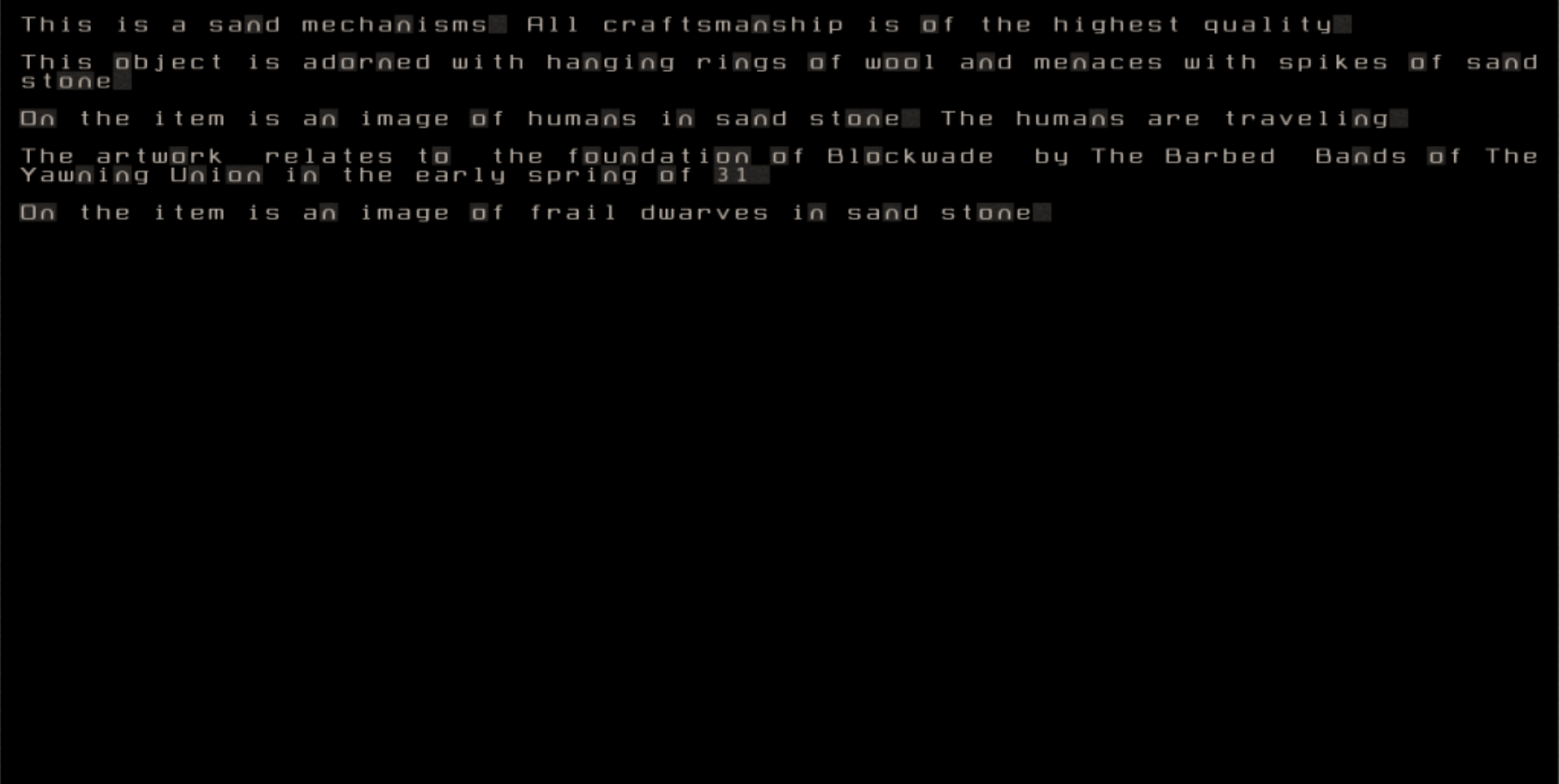
Citizens (69)		Pets/Livestock (54)		Others (16)		Dead/Missing (38)	
Gray Langur				Deceased			
Gray Langur				Deceased			
Asp				Deceased			
Asp				Deceased			
Coral Snake				Deceased			
Kingsnake				Deceased			
Kingsnake				Deceased			
Kingsnake				Deceased			
Rattlesnake				Deceased			
Rattlesnake				Deceased			
Rattlesnake				Deceased			
Rattlesnake				Deceased			
Rattlesnake				Deceased			
Rattlesnake				Deceased			
Asp				Deceased			
Asp				Deceased			
Gray Langur				Deceased			
Gray Langur				Deceased			
Gray Langur				Deceased			
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Gray Langur				Deceased			
Gray Langur				Deceased			
Gray Langur				Deceased			
Gray Langur				Deceased			
Gray Langur				Deceased			
Jirido Utagdap	Trader			Deceased			
Frogwoman				Deceased			
Stray Dog (Tame)				Deceased			
Stray Dog (Tame)				Deceased			
Kixi Dipuguslig	Peasant			Deceased			
Cudal Gamogido	Miner			Missing			
Nith				Deceased			
Nith				Deceased			
Nith				Deceased			
Nith				Deceased			
Nith				Deceased			
v: ViewCre c: Zoom-Cre b: Zoom-Bld m: Manager r: Remv Cre							
l: Manage labors (DFHack) s: Search							

(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_334_zpsc6a42947.png.html)

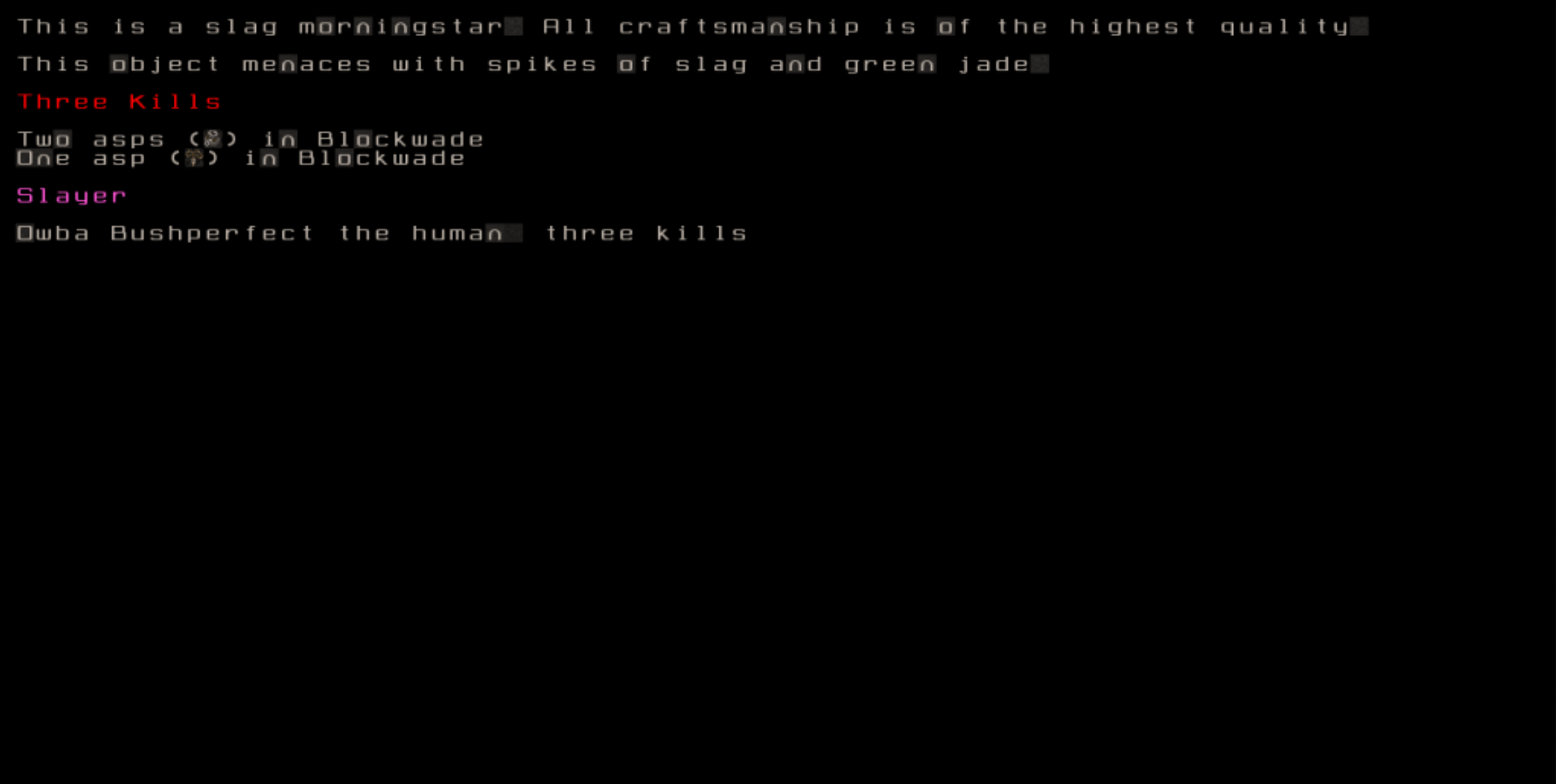


(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_333_zpseafa0372.png.html)

Blockwade's Artifacts
[Spoiler](#) (click to show/hide)



(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_330_zpsaa8741b9.png.html)



(http://s1014.photobucket.com/user/thanzirg/media/Screenshot_329_zpsb51e5947.png.html)
[/color]

save file is up. note that i used Phoebus (i got it right this time)

<http://dff.d.wimbli.com/file.php?id=10280> (<http://dff.d.wimbli.com/file.php?id=10280>)

Year 2 of the Succubus

Spring

I have been given command to bolster our forces at Village Mixeaxeure, Runjack. My name is Geurare Alourgaslirossacade, with the nickname Thedrah. I arrived mid Spring with 16 succubus.

The succubus den is a mess and the last leader, Meph, seems to only focus on smoothing rocks. The den needs some work done as it cannot be left this way, I immediately order new rooms dug. Then after surveying the area I find plenty of cassiterite and malachite in a few corridors, a good site for metal production, I promptly have the material mined out. The entering corridor being bland and filled with traps, I plan to replace immediately. I order the living rock to be mined leaving only the area the rooms in. After having the living rock smoothed by our. proficient rock smoother we started to erect our living bridge. Before we could properly welcome anyone we had a couple ambushes, two by elves and one by humans. They took the sand stone entrance and were spared to join the den at a later date. There were a couple incursions with niths and grey langurs, they were mostly taken out by the beasts guarding the entrance or stole from what the goblin caravan lost during the ambush or from what the one fallen elf left.

Spoiler (click to show/hide)

The top of the hill with the goblin merchants and a dead elf if I remember correctly. The start of the bridge as well. The stockpile with the Elves. An animal or two and an elf were the casualties of it.

Summer

With the bridge finished and the mine nearly completed I started on a new entrance for the traders to help keep there casualties low on the east side of the fortress. Then an area to process the ores into stygian bars. Still early Summer one of the girls made an artifact olivine quern with pictures of the parties and debauchery we've been having. To celebrate the artifact and because the girls were complaining of the heat, I ordered the foundation of a shower room to be dug. Once the mine was done and stygian bars were being made I decided to dig deeper. Breaching the first cavern I ordered some living rock to be paved for the entrance and 2 bridges to block it. But that was too late as I sent a scouting party to explore the parts of the cave that were unaccounted for. The girls encountered a small number of ants, all armed with 3 shields. Seeing as they had the upper hand we quickly retreated but not without lost. We lost a total of four of our girls to the ants with a few injured. Soon after four blind giant moles tried to enter the den but were quickly struck down with the remaining military. There was also a small skirmish of one frogman but that was quickly over as he didn't run. Then a wave of seven migrants.

Spoiler (click to show/hide)

The bridge about half way done.
The start of the metal industry.
The ants in the cavern after trying to save a succubus that had walked into them.
The entrance is finished near the end of Summer.

Autumn

Nothing of note happened early Autumn as it was mostly finishing previous projects but that was short lived. We finished the new trade depot with two bridges and installed a small brothel nearby. Seeing as the shower was going to be somewhat small I ordered a larger area to be dug for it to accommodate a larger group. Things were going well until we had a small siege of dwarves. They stood off some distance, southeast of the fort entrance for some time. I closed the living rock path in hopes to cage and later convert them. The operation was successful once they moved in with no physical damage. Nearing the end of the month we smooth the shower room and built some forges near the smelters. We had another wave of seven migrants.

Spoiler (click to show/hide)

The Dwarven siege about mid Autumn.

Winter

Seeing as the other succubus seem to see me with some disdain most likely from making friends with the ants, one still remains feral, I fear the end of my rule. In hopes to appease them of a second reign at a later date I set out to finish the projects I planned. The showers were completed but with some imperfection due to shortsighted digging. Then the trade depot was properly finished. One of the girls strangely withdrew from society, I ponder if she seeks to overtake the fort. I set a small area off to the side of the living stone bridge for corpses and a butcher's shop for when we have house guests for dinner. Near the end of Winter, I'm confronted by the other succubus saying that I should step down. Then the one who withdrew stepped forward and commanded that I should. For what she had was an artifact set of dice. We came to the agreement that the end of the year shall be the end of my reign.

Spoiler (click to show/hide)

The shower room completed. With a small, insignificant defect.
The new trade depot and brothel nearby.

Conclusion

My ending thoughts are; I didn't convert any foreign member to our den, I didn't conquer the cavern, there wasn't any booze, there wasn't enough parties, there wasn't enough death, the shower room takes a large amount of physical labor and is somewhat inefficient. The animal stockpile has a nearby den of iniquity for converting the prisoners yet we lack alcohol. My naivety in military wardrobe led to a weak military. And with that I relinquish control of Village Mixeaxeure, Runjack.

that was fun, sorry it took a little longer than i thought. i planned a fair bit more on what i would do for the year reign than my usual winging it
the save on dropbox in .zip form: Succubus Year 2 (https://dl.dropboxusercontent.com/u/86472292/mwdf%20community%20fort%2012-25-14/Battle%20of%208%20Armies%20-%20Succubus%20Year%202.zip)
Spoiler (click to show/hide)
just yell at me if it doesn't work

i'd enjoy another turn, kobolds>warlocks for year 3

Holy moly Than, you've literally had that for less than a day and you're done?! I suppose i managed winter in about 1 hour, but still!

Perhaps you should give one or two of the other races a kick up the bum :P

Still love the Mechanism showing how puny dwarves are and the creation of the foundation of the fort we're building. Hopefully we can find a use for the mechanism.
I will find it hugely amusing if we used it for despatching of unwanted nobles.

I'm wondering if pasting the screenshots into paint was the issue, will see if it works if i paste it elsewhere. If i can get screenshots to work, i may take another turn soon.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Quartz_Mace** on **December 25, 2014, 12:03:18 pm**

I'm dying laughing that the Hermit counts as his own army!

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 25, 2014, 12:20:46 pm**

Updated front page again. Added zach as player for Kobolds in year3. :)

You guys are really increasing the speed a bit, with 1 post for an entire year :P A bit more exposition would have been nice.

Bigheaded: Is it possible that you have two monitors? You might run DF on one, while screenshotting the other.

Quote from: Quartz_Mace on December 25, 2014, 12:03:18 pm

I'm dying laughing that the Hermit counts as his own army!

You will die of death if you keep laughing at the Hermit, he'll kill you so dead that you die. **Praise the Hermit Army!**

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Quartz_Mace** on **December 25, 2014, 12:28:10 pm**

Quote from: Meph on December 25, 2014, 12:20:46 pm

Updated front page again. Added zach as player for Kobolds in year3. :)

You guys are really increasing the speed a bit, with 1 post for an entire year :P A bit more exposition would have been nice.

Bigheaded: Is it possible that you have two monitors? You might run DF on one, while screenshotting the other.

Quote from: Quartz_Mace on December 25, 2014, 12:03:18 pm

I'm dying laughing that the Hermit counts as his own army!

You will die of death if you keep laughing at the Hermit, he'll kill you so dead that you die. **Praise the Hermit Army!**

Truly, he is a one man army!

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 25, 2014, 12:46:30 pm**

Next player should nickname him... Sylvester Lee Schwarzenegger Norris. Or something similar. :D

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Bigheaded** on **December 25, 2014, 01:22:45 pm**

Quote from: Meph on December 25, 2014, 12:20:46 pm

You guys are really increasing the speed a bit, with 1 post for an entire year :P A bit more exposition would have been nice.

Bigheaded: Is it possible that you have two monitors? You might run DF on one, while screenshotting the other.

For speed: Sometimes that's simply what happens. It's hard to create anything exciting when very little does happen.

In terms of monitors, i've never tried a dual monitor setup and not entirely sure how it works. I can screenshot fine on everything else, just Masterwork DF i had an issue with. In normal DF it was fine also.
I remember ages and ages back i had an issue that paint was incorrectly loading print screens as black and i used a different program which worked, so i may as said try changing that.
Unless other people come up with the same issue i wouldn't worry about it. Seems to be working fine for everyone else, will see if i can find a fix. (windows mode DF perhaps?!)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **zach123b** on **December 25, 2014, 02:19:51 pm**

sorry about the one post for a year :P
i'll try to write more stuff and more story like next time

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 25, 2014, 02:26:38 pm**

No worries ^^

I made a mistake as well... I wanted to finish my year (was start of winter), got distracted for a bit, looked at the screen again... "a racoon, drive it away". Oh, I didnt pause the game... what time it is? Oh... end of summer.

The game ran for 3 seasons, now I have to find an old save.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Taupe** on **December 25, 2014, 02:29:10 pm**

Meph interrupts managing the fortress: Hunting racoon

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Meph** on **December 25, 2014, 03:36:16 pm**

I started comparing the forts/races of the first year. Still waiting on the Orc save, but its pretty interesting already. Gnomes certainly lead in terms of losses, while Kobolds lead the wild-life kills, and Succubi are the wealthiest. And Kobolds have stockpiled about 3 times more food than any other race. :o

Quote from: Immortal-D on December 24, 2014, 09:43:00 pm

One of them even brought a pair of Squig pups! (basically the Orcish version of Boars. Once we establish a herd, dinner will be bacon every night :D)

Just wanted to add this:
Spoiler: Picture of a Squig (click to show/hide)



Blur

SQUIGS

JUST LIKE KITTIES.

EXCEPT BALD WITH SIX EYES AND BIG APPETITES.

Original Poster by Sir Robin

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**
Post by: **Immortal-D** on **December 25, 2014, 04:38:05 pm**

Final log of Zatalatgothra, year 31

As the chill of Autumn whistles through the valley, I know my tenure of Overseer is drawing to a close. Though I shall maintain my role of Clan Leader and Matriarch, a new leader must take over the direction of our Fortress. I only hope we can find a competent Scribe soon, for I only took up the role to help facilitate the workload. As we expand further into the soil layers, I look over our Wolf pack. Fortunately, the damage is not so bad as I had initially thought. Although two will likely succumb to infection, the pack has birthed several litters now, all of whom can be trained for Hunting & War with relative ease. Also, perhaps sensing blood, or even a slight falter in our resolve, the malign forces of the world see to fit to send us some interesting visitors.

[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)

As Winter closes around us, we are greeted by a Succubus Caravan and our first Artefact! The early industrial expansion seems to have paid off, for the statue is truly a magnificent sight. The Succubi seem a bit irritated that we're paying more attention to this magnificent craftorship than them :P Truth be told, this particular crew isn't much to look at anyways. No matter, the statue shall make a find addition to ~~my royal chamber~~ our grand feasting hall.

[Spoiler](#) (click to show/hide)
[Spoiler](#) (click to show/hide)

Our Militia has grown to 4 strong. They are given a year-round training schedule, but rarely have time for it due to the volume of work. I've been pushing our Clan hard, and I get some resentment, even amongst the more enlightened Sorcerers. Still, we must carry on. Walling off the valley is of utmost importance, as is completing the equipment kits for our first raids. While I plan out the remainder of the year, I hear there has been an accident near the farms. Some fool of a tuok failed to realize that rivers, on average, tend to contain lots of water. The floodgate was closed before any serious damage occurred, and we were able to dig out nearby rooms to help expedite the dispersion.

Here is the cistern for our new Well
[Spoiler](#) (click to show/hide)
... and this is where we nearly flooded the entire lair
[Spoiler](#) (click to show/hide)

As I am managing this minor crisis, I get word that the Succubi have suffered some trouble of their own. A quick headcount confirms we still have all of our animals, and I'm pretty sure I would remember purchasing a Basilisk. I suspect that their new stash of shinies may have distracted them on the way out ;D
[Spoiler](#) (click to show/hide)

While the goods acquired from the Traders are sorted, I see our first Raider Kits being stashed in the Long Boats.
[Spoiler](#) (click to show/hide)
Soon we shall know glory and plunder. I must remember to leave a note for my successor; focus on the Elves first, for if captured, they can be put to work producing much-needed logs. Already our supply of charcoal is dangerously low, and we have yet to find another source of fuel.

The snow has begun to thaw in earnest. I decide to check in on... wait, what's that buzzing sound?
...
DUCK AND COVER! Behind you!!
[Spoiler](#) (click to show/hide)
by the gods, nothing should ever bend that way
[Spoiler](#) (click to show/hide)

We're... we survived *hrk*
[Spoiler](#) (click to show/hide)
....
.....

Ok, I think I got it all out, and the chaos has ended. In retrospect, we could have done much worse. Still, seeing an entire clan lose their composure like that is a bit unsettling. I suspect the grunts will be hitting the cider hard tonight. As the sun crests over the horizon, we hear the first birds of Spring. My time has drawn to a close. Gods know how some young upstart was chosen to be Overseer, 'Gamerlord' he calls himself. No matter, only a small section of the mountain remains to be fortified, and with a few more coins from the Freelancers Guild, we can begin raiding for proper supplies (can only afford to do food runs right now, I chose to wait until we have more money to invest).

~~~~~

Winter proved to be far more !FUN! than I was anticipating. Medical care and completion of the Walls/Ramp removal should be top priority. We also have 2 Longboats and 2 Weapon Kits (copper/bronze), we just need money. I suggest taking the time to look through the Freelancer's Guild options and figure out every little scrap that we can sell them. Either save enough to raid the Elves so they can make wood for us, or find some proper coal. Here is a quick rundown of our little valley;

[Spoiler](#) (click to show/hide)

[Spoiler](#) (click to show/hide)

[Spoiler](#) (click to show/hide)

[Spoiler](#) (click to show/hide)

Lastly, our stocks;

[Spoiler](#) (click to show/hide)

[Spoiler](#) (click to show/hide)

[Spoiler](#) (click to show/hide)

Admittedly not the easiest start, but so long as you can get soap and thread in timely fashion, should be ok. Can probly butcher a couple of Wolves for Tallow as needed. Good luck mate :)

<https://dl.dropboxusercontent.com/u/1503118/Dwarf%20Fortress/Orc%20Fortress/Battle%20of%20the%208%20Armies%20-%20Base%20Year%202%20Start.7z>

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**

Post by: **Meph** on **December 25, 2014, 04:46:45 pm**

Giant roaches are pretty tough. I lost so many dwarves to them when going into caverns...

Nice writeup and fort tour. I think you have the wealthiest fort. :) Now I got all saves from year 1 here, time to do something with them.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**

Post by: **Immortal-D** on **December 25, 2014, 05:17:25 pm**

[Quote from: Meph on December 25, 2014, 04:46:45 pm](#)

Giant roaches are pretty tough. I lost so many dwarves to them when going into caverns...

Nice writeup and fort tour. I think you have the wealthiest fort. :) Now I got all saves from year 1 here, time to do something with them.

Reading through the other civs, what I take away is that Orcs expanded hard and fast; got the most wealth to start, but the military had next to zero training, so they are in sorry shape. I chose to forgo a traditional hallway entrance, instead trying to seal off the entire valley. If the next Overseers can secure the Ramps before a full siege arrives, we'll have a lot of vertical space in which to build.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**

Post by: **Meph** on **December 25, 2014, 05:19:36 pm**

I'm very surprised that so many people chose to settle at the downside of the hill. Kobolds, Orcs, Humans, they all have their large open area at the bottom of it. No one settled the cave/cavern, which I hoped for when I picked the embark. Only the hermit makes good use of it.

Any ambush or siege that brings ranged weapons will walk up that hill and shoot down over the walls till they run out of ammo... it will be a massacre. Just saying. ;)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**

Post by: **Immortal-D** on **December 25, 2014, 05:24:52 pm**

[Quote from: Meph on December 25, 2014, 05:19:36 pm](#)

I'm very surprised that so many people chose to settle at the downside of the hill. Kobolds, Orcs, Humans, they all have their large open area at the bottom of it. No one settled the cave/cavern, which I hoped for when I picked the embark. Only the hermit makes good use of it.

Any ambush or siege that brings ranged weapons will walk up that hill and shoot down over the walls till they run out of ammo... it will be a massacre. Just saying. ;)

I thought of that and started building a floor/ceiling at z+1. So note to my successor; priority number 3 after hospital and ramps is to finish the ceiling, lol. Also I noticed that a lot of workshops did not resume Repeat jobs, they stayed Suspended and had to be manually re-enabled.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**

Post by: **Meph** on **December 25, 2014, 05:34:11 pm**

## ☼Winter of Year 2☼ - Warlocks

Good progress. Good indeed. I'm happy. No need to throw tables and workshops around, when people actually listen to me. Lots of greaves were made. Not a single greave was sold. And I get to kill lots of animals... 13 at this point, my lucky number. And the other Warlocks like me for it, because they do need to meat, bones and skins. And the souls...

We managed to raise 2 Skeletons and 13 zombies by now. And Zippo, who is still at the bottom of the river, he doesnt count. Our weapons might still be made of bone, but for animals its enough. I myself will go boar hunting today, an entire herd has been spotted on the hill. For thieves and kidnappers we set up cage traps at the area. But a proper attack... that would force us to close the gates and keep everyone inside.

"HOW WEALTHY ARE WE, KEEPER OF SECRETS?"

"If I tell you, how can I can secrets, he?"

"... *Smart Arse...*"

[Spoiler: Our wealth](#) (click to show/hide)

Created Wealth:

You need a broker with the appraisal skill.

Trade Information:

You need a broker with the appraisal skill.

Food Stores: 493

Meat 10Seeds 6

Fish 3Drink None

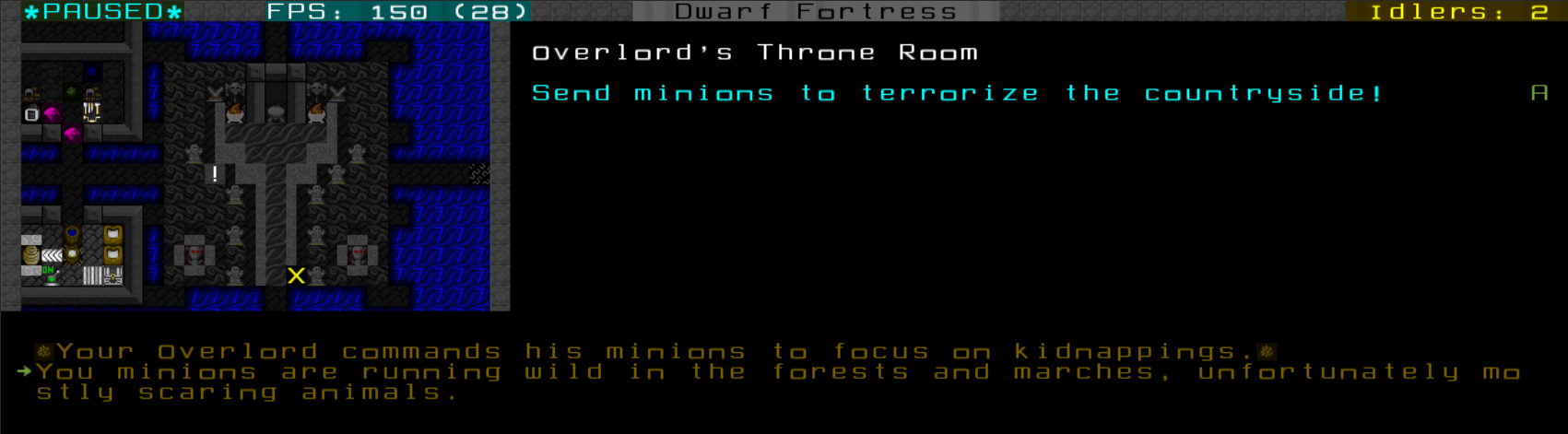
Plant NoneOther 474

"AT LEAST TELL ME HOW OUR WARLOCKS ARE DOING!"  
"... why is he yelling so much..."  
"Very well, my pleasure."

Spoiler: Our citizens (click to show/hide)

| Citizens (35)                          | Pets/Livestock (0) | Others (10)                           | Dead/Missing (46) |
|----------------------------------------|--------------------|---------------------------------------|-------------------|
| Shambling Skeleton, Miner              |                    | Dig                                   |                   |
| Shambling Skeleton, Miner              |                    | Dig                                   |                   |
| Kreysetal Semjewfaha, Gem Setter       |                    | Summon black ethereal blocks/R        |                   |
| Ys Snanteshewyh, Necromancer           |                    | Make wooden Cage                      |                   |
| Almeyu Neut Sferdsh, steward           |                    | Construct Building                    |                   |
| Teshewyh Herjseyh, Necromancer         |                    | Dig                                   |                   |
| Leghez Almeyumeftir Tr, ovrlrd *vrlrd* |                    | Send minions to terrorize th cntrysd! |                   |
| Heraw Tel Themtedwes, Necromancer      |                    | Construct Building                    |                   |
| Bwem Mdekhelalshab, Necromancer        |                    | Summon black ethereal blocks/R        |                   |
| Setar Tekhebtued, Necromancer          |                    | Dig                                   |                   |
| Bred Hedadawheshey, Necromancer        |                    | Sleep                                 |                   |
| Mestenu Tesyebsemyeth, Necromancer     |                    | Load Cage Trap                        |                   |
| Dent Mshe Wwemlwh, Necromancer         |                    | Collect Webs                          |                   |
| Mwezfeyn Demytayer, Necromancer        |                    | Dig                                   |                   |
| Selb Jwrebt, Necromancer               |                    | Construct Building                    |                   |
| Lab Mestenuyeg Heru, keeper of knwldg  |                    | Summon black ethereal blocks/R        |                   |
| Bether Urenuebr, Necromancer           |                    | On Break                              |                   |
| Ghemwed Kanetaljel, ghoul master       |                    | Fish                                  |                   |
| Alzam Ghebarkateb, Butcher             |                    | Construct Building                    |                   |
| *Zippo*, Zombie                        |                    | No Job                                |                   |
| *Zombie*, Zombie                       |                    | Load Cage Trap                        |                   |
| *Zombie*, Zombie                       |                    | Grind malachite ore to powder         |                   |
| *Zombie*, Zombie                       |                    | Construct Building                    |                   |
| *Zombie*, Zombie                       |                    | Store a soul in a phylactery          |                   |
| *Zombie*, Zombie                       |                    | Summon black ethereal blocks/R        |                   |
| *Zombie*, Zombie                       |                    | Dig                                   |                   |
| *Zombie*, Zombie                       |                    | Craft rock hourglass                  |                   |
| *Zombie*, Zombie                       |                    | Cut rough treetrunk                   |                   |
| *Zombie*, Zombie                       |                    | Dig                                   |                   |
| Zombie, Zombie                         |                    | Strange Mood                          |                   |
| *Zombie*, Zombie                       |                    | Construct Building                    |                   |
| *Zombie*, Zombie                       |                    | Construct Building                    |                   |
| *Zombie*, Zombie                       |                    | No Job                                |                   |
| *Zombie*, Zombie                       |                    | No Job                                |                   |
| Zhef Tersheynshewk, Child              |                    | Try to attract lost souls(3%)/R       |                   |

"OK! I'M GOING BACK TO ORDERING MY MINIONS AROUND" #totalworlddomination



The Warlocks of ChainedEntrails are doing fine. We started to make the fortress more secure, even if we still have no military. The Overlord himself often runs out and slaughters all the wildlife with his axe. With 250% speed its very easy for him to catch animals. At this very moment he sleeps, but after he wakes, the ~10 or so boars are as good as dead.

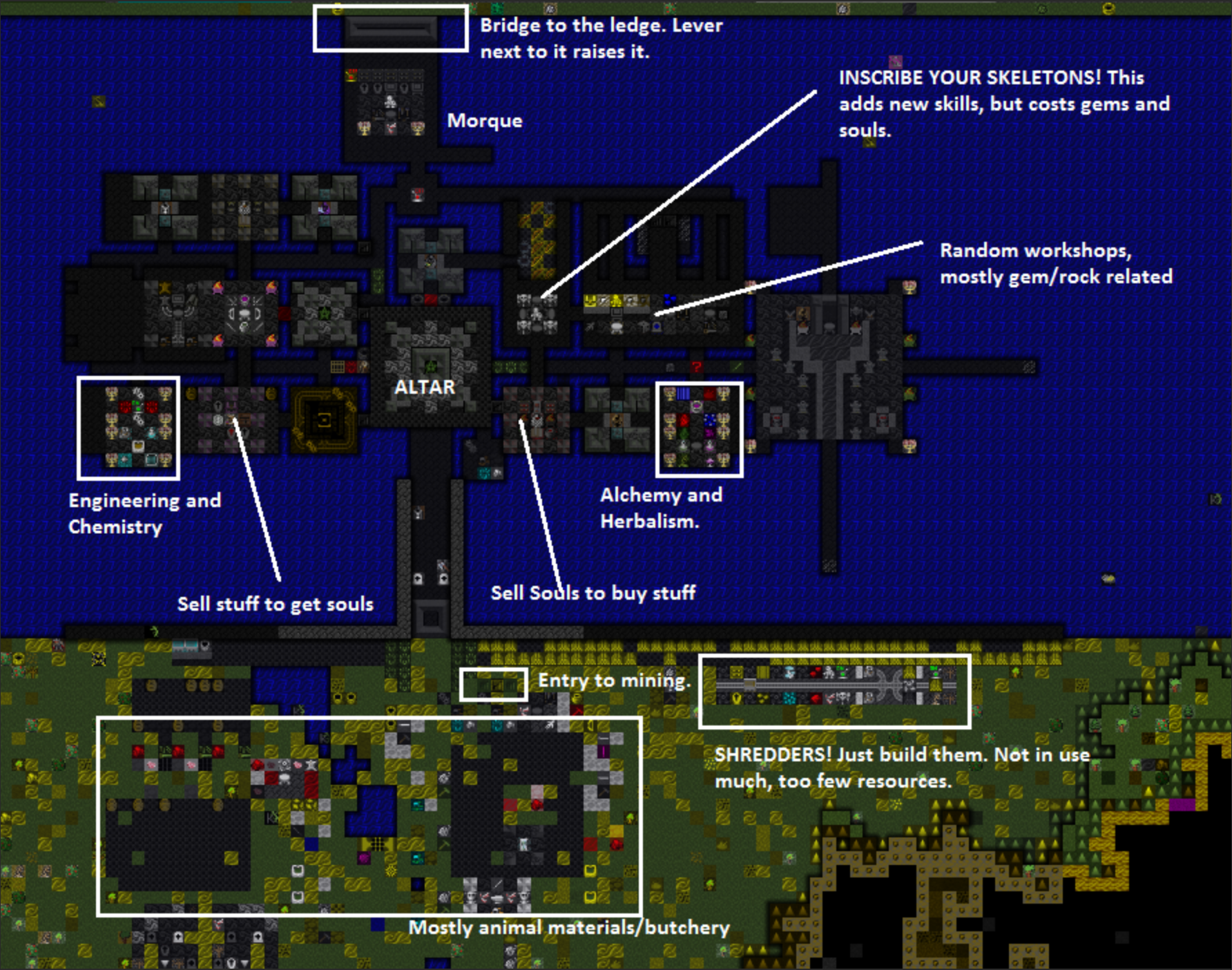
One zombie is possessed by some form of evil spirit, and he kicked a Warlock out of the Craftsmans Shop. He collected some stone and cloth, but is waiting for fresh bones. Gems I should still have for him. Even if he goes mad, it wouldnt be a big loss.

There is a shortage of materials, we dont have enough yet to start any spells. No scalps to write books on. Not much in terms of metals, gems or plants to grind into dust for experiments. Not that many souls either, we stockpiled about 20. And because we butcher and use up all the killed wildlife, we have zero undead wildlife running around that could defend us in case of attacks. We have to work on that.

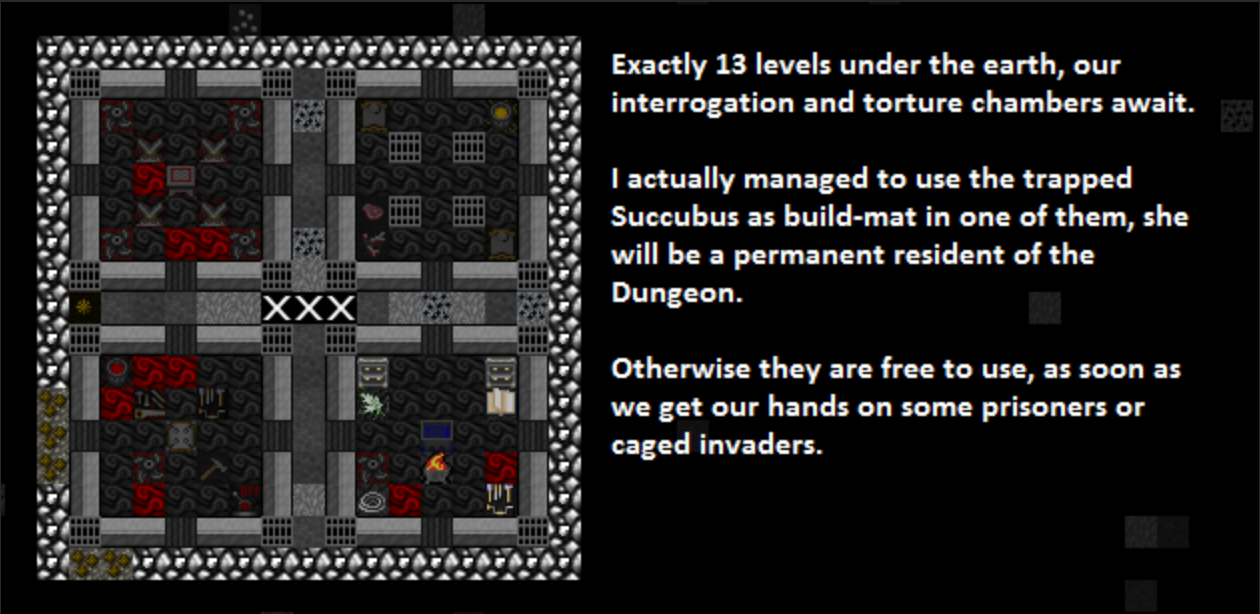
On the other hand we got a lot of food, wells in the fort, 2 bridges that can be raised, lots of cagetraps, Warlocks are happy, and we got most basic workshops down. 4 Ethereal Gates are pumping out blocks non-stop, to allow rapid expansion of our river fort.

Spoiler: FORT TOUR (click to show/hide)









Save of Warlocks Year 2: Download (<http://dff.d.wimbli.com/file.php?id=10324>)

NOTES FOR FUTURE OVERSEER: Its suicide to fight inside the fort, everyone would dodge into the river and die. You cant replace Warlocks at all, so everyone that dies is gone forever.

The Overlord has the order to kill all boars on the map. Just let him, he wont get a scratch. He also has no labors allowed, because he runs the Throneroom, giving out commands. The Throneroom uses workshop profiles to only allow the Overlord to do jobs.

One zombie with mood needs bones, you should get some boar bones soon.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**  
Post by: **Rydel** on **December 25, 2014, 06:28:36 pm**

Quote from: Immortal-D on December 25, 2014, 04:38:05 pm  
As I am managing this minor crisis, I get word that the Succubi have suffered some trouble of their own. A quick headcount confirms we still have all of our animals, and I'm pretty sure I would remember purchasing a Basilisk. I suspect that their new stash of shinies may have distracted them on the way out ;D  
[Spoiler](#) (click to show/hide)

That's a bug from the base game. If a slaver civilization's traders leave the map with any of their animals, it reports that they were kidnapped.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Meph** on **December 25, 2014, 06:32:55 pm**

## ☼Battle of the 8 Armies☼ - 1 Year Comparison

Since the settlement of the Testy Jungles, one year has passed. Eight different races from the 8 corners of the world have come to this place to claim it in the name of their civilization. Here are their results.

### ☼Dwarves☼

The dwarves have done well for themselves. Surprisingly they dug out much of the soil of the hill and live in a relatively horizontal fortress. Not many z-levels are used, and they are closer to the surface than most people would assume. They have indoor and outdoor farms, lots of pets and a highly efficient minecart-track system for their stockpiles. A small courtyard is walled off, giving access to their fort and trade depot. There is even a small metalworking area, which is huge for the first year.



The wealth of the fort is rather low, a good tactic to avoid early attacks. Yet, 1 dwarf died of unkown causes, while the rest remained very pacifistic, killing only 3 animals.

Spoiler: Dwarves (click to show/hide)  
The fortress:



The overview:

|                  |        |
|------------------|--------|
| Created Wealth:  | 26559* |
| Weapons:         | 754*   |
| Armor and Garb:  | 3031*  |
| Furniture:       | 3440*  |
| Other Objects:   | 6927*  |
| Architecture:    | 6744*  |
| Displayed:       | 3490*  |
| Held/Worn:       | 2173*  |
| Imported Wealth: | 9414*  |
| Exported Wealth: | 2808*  |
| Food Stores:     | 482    |
| Meat             | 231    |
| Fish             | None   |
| Plant            | 49     |
| Seeds            | 108    |
| Drink            | 72     |
| Other            | 22     |

Quote

|                                |
|--------------------------------|
| Dwarves                        |
| -----                          |
| 1 Losses.                      |
| 3 Wildlife Kills.              |
| 0 Enemy Kills.                 |
| 0 Prisoners.                   |
| 19 Citizens alive!             |
| 9 content, 9 happy, 1 extatic. |
| 6 Pets                         |
| 26559 wealth                   |
| 9414 imported wealth           |
| 2808 exported wealth           |
| 482 food stores                |

☼Kobolds☼

The kobold tribe has settled on the surface near the river, leaving access to fresh water and fish. They seem to mostly rely on their massive amount of pets and the butchery products from animal farming. They have a similar courtyard area, compared to the dwarven one its a little bit larger. It does lack a way to be secured though, and the trade depot stands outside. Living arrangements are not shown on the sketch, but all kobolds have their own little room in the first soil level, presumably dug with shovels.

**The kobold tribe managed to stockpile more food than any other race by far, more than 3 times the food that the next highest race has.**

Spoiler: Kobolds (click to show/hide)



The fortress:



The overview:

|                  |        |
|------------------|--------|
| Created Wealth:  | 60526* |
| Weapons:         | 22*    |
| Armor and Garb:  | 7853*  |
| Furniture:       | 8410*  |
| Other Objects:   | 26151* |
| Architecture:    | 10245* |
| Displayed:       | 7823*  |
| Held/Worn:       | 22*    |
| Imported Wealth: | 8852*  |
| Exported Wealth: | None   |
| Food Stores:     | 1390   |
| Meat             | 194    |
| Fish             | 675    |
| Plant            | None   |
| Seeds            | 48     |
| Drink            | 53     |
| Other            | 420    |

Quote

|                       |
|-----------------------|
| Kobolds               |
| -----                 |
| 0 Losses.             |
| 22 Wildlife Kills.    |
| 0 Enemy Kills.        |
| 0 Prisoners.          |
| 23 Kobolds alive!     |
| 10 content, 13 happy. |
| 51 Pets               |
| 60526 wealth          |
| 8852 imported wealth  |
| 0 exported wealth     |
| 1390 food stores      |

☼Gnomes☼

The gnomish expedition was beset by bad luck. Overestimating their size and combat prowess, they suffered the heaviest losses of all races.

Only six Gnomes are currently alive, but safe. Their laboratory stretches across 2 z-levels, in its design it is similar to the dwarven fortress. Farms, rooms for each gnome, long straight corridors in the soil level. No courtyard though, because of the lack of workforce. Considering how few Gnomes there are, the food stocks of 240 units will last a long time. Not much in form of gnomish tech has been assembled yet, mostly because they were busy fighting for their lives, burying their dead, and agreeing to disagree on the decisions of their leader, Noodles. Now dead and buried.

Spoiler: [Gnomes](#) (click to show/hide)

The fortress:



The overview:

Created Wealth:

You need a broker with the appraisal skill.

Trade Information:

You need a broker with the appraisal skill.

Food Stores:

|       |      |       |      |
|-------|------|-------|------|
| Meat  | None | Seeds | 24   |
| Fish  | 4    | Drink | None |
| Plant | 14   | Other | 200  |

Quote

|                     |
|---------------------|
| Gnomes              |
| -----               |
| 7 Losses.           |
| 12 Wildlife Kills.  |
| 0 Enemy Kills.      |
| 0 Prisoners.        |
| 6 Citizens alive!   |
| 5 content, 1 happy. |
| 5 Pets              |
| ?? wealth           |
| ?? imported wealth  |
| ?? exported wealth  |
| 242 food stores     |

☼Orcs☼  
The wild folk of the Orcs has been fighting. A lot. They are leading with the most wild-life kills, 31 helpless animals have been slaughtered by their hunters. They are also the wealthiest race, with almost 100k urist in the first year.

A few fighters might be injured, but the camp lost not a single Orc. This is good, because the high wealth of this orcish encampement will soon be noticed by rivals, coming for pillage and plunder. One can only assume that this is exactly what the Orcs want. The camp itself uses a strange fusion of kobold and dwarf fort. They have an outer wall streched till the river, giving access for a raiding dock, fishing and wells, while at the same time digging deep into the hill for their fortified sleeping arrangements, dining/mead hall and ore stocks. For barbarians, these orcs are curiously orderly, using massive stockpiles for all kinds of things.

[Spoiler: Orcs](#) (click to show/hide)



The fortress:



The overview:

|                  |        |
|------------------|--------|
| Created Wealth:  | 94898* |
| Weapons:         | 3232*  |
| Armor and Garb:  | 3383*  |
| Furniture:       | 20330* |
| Other Objects:   | 19579* |
| Architecture:    | 25736* |
| Displayed:       | 20914* |
| Held/Worn:       | 1724*  |
| Imported Wealth: | 8391*  |
| Exported Wealth: | 3670*  |
| Food Stores:     | 287    |
| Meat             | None   |
| Fish             | None   |
| Plant            | 24     |
| Seeds            | 70     |
| Drink            | 3      |
| Other            | 190    |

Quote

|                                         |
|-----------------------------------------|
| Orcs                                    |
| -----                                   |
| 0 Losses.                               |
| 31 Wildlife Kills.                      |
| 0 Enemy Kills.                          |
| 0 Prisoners.                            |
| 20 Citizens alive!                      |
| 2 fine, 10 content, 7 happy, 1 extatic. |
| 17 Pets                                 |
| 94898 wealth                            |
| 8391 imported wealth                    |
| 3670 exported wealth                    |
| 287 food stores                         |

☼Humans☼

The human town has the happiest inhabitants of all forts.

A wooden fort has been build, housing all citizens in one large communal dormitory, with only one additional building for a noble. Otherwise all workshops and the first guild, the carpenters, are outside. Surrounded by a wooden wall to keep of attackers. The area looks perfectly peaceful, with many farms and domestic animals. Five merchants have set up shop, ready to supply the growing town with



resources. In exchange for gold of course. Not surprisingly the humans keep to the surface, since they are slightly claustrophobic, but one can only wonder if the view from the hill might not one day spell their doom. Lots of open space for arrows to rain down from.

Spoiler: Humans (click to show/hide)

The fortress:



The overview:

Created Wealth:

You need a broker with the appraisal skill.

Trade Information:

You need a broker with the appraisal skill.

Food Stores:

|       |      |       |      |
|-------|------|-------|------|
| Meat  | 40?  | Seeds | 100? |
| Fish  | 200? | Drink | None |
| Plant | 50?  | Other | 30?  |

Quote

Humans

-----

1 Losses.

8 Wildlife Kills.

0 Enemy Kills.

0 Prisoners.

18 Citizens alive!

2 content, 16 happy.

14 Pets

?? wealth

?? imported wealth

?? exported wealth

~400 food stores

⚙️Warlocks⚙️

The Warlocks of the teal murder used a rather peculiar technique to establish their dark tower. Butchering their prisoners, they build an ethereal gate to summon free building materials. Weightless and with no value, but unlimited in supply. These blocks allowed them to build a floating fortress directly over the massive river. Separated by a lockable bridge, they live and study in relative safety, except that any attempt at dodging will lead to an early and wet grave.

Due to every floor, wall and roof being build by hand, they hold the currently smallest fort.

A trade depot has been build in the center of it, which is another peculiar thing, as Warlocks dont trade with anyone. Slightly cut off from the mainland, it will be a challenge for the Warlocks to get the raw amount of resources that a succesful Warlock tower requires.

Spoiler: Warlocks (click to show/hide)



The fortress:



The overview:

Created Wealth:

You need a broker with the appraisal skill.

Trade Information:

You need a broker with the appraisal skill.

Food Stores:

|       |      |       |      |
|-------|------|-------|------|
| Meat  | 180  | Seeds | 6    |
| Fish  | None | Drink | None |
| Plant | None | Other | 279  |

Quote

Warlocks

-----

0 Losses.  
8 Wildlife Kills.  
0 Enemy Kills.  
0 Prisoners.  
22 Warlocks alive!  
1 unhappy, 16 content, 4 happy, 1 extatic.  
1 Pet (Fire Mephit)  
?? wealth  
?? imported wealth  
?? exported wealth  
465 food stores

☼Succubi☼

The demonic dungeon of the Succubi is build deep into the hill. Its by far the most vertically aligned fort, and the sketches shown only show the surface. Many more z-levels are used below, each one for a different industry.

Curiously enough, the Succubi are the most succesful traders so far.

The entry is heavily secured by traps, war beasts and a bridge. A thin tunnel leads invaders to the roof of the cave, designed as a killing floor with a waiting Succubus squad. Unfortunately, they dont have any military or metal at this moment, so the trade depot on the square is rather defenseless. Only some copper has been made in the metalworks below, for which Succubi use their own bodyheat as fuel, allowing for cheaper production. They had a lot of luck digging up old fossils and relics, but wasted much of their time smoothing their rooms, spending thought and work on interior design, not on hard labor that brings the dungeon onwards.

Spoiler: Succubi (click to show/hide)

The fortress:



The overview:

|                  |        |
|------------------|--------|
| Created Wealth:  | 68618* |
| Weapons:         | 1669*  |
| Armor and Garb:  | 2781*  |
| Furniture:       | 8685*  |
| Other Objects:   | 22007* |
| Architecture:    | 20201* |
| Displayed:       | 10845* |
| Held/Worn:       | 2430*  |
| Imported Wealth: | 15387* |
| Exported Wealth: | 16485* |
| Food Stores:     | 317    |
| Meat             | 12     |
| Fish             | None   |
| Plant            | None   |
| Seeds            | 64     |
| Drink            | None   |
| Other            | 241    |

Quote

|                                 |
|---------------------------------|
| Succubi                         |
| -----                           |
| 0 Losses.                       |
| 8 Wildlife Kills.               |
| 1 Enemy Kill.                   |
| 0 Prisoners.                    |
| 17 Citizens alive!              |
| 1 content, 14 happy, 2 extatic. |
| 12 Pets                         |
| 68618 wealth                    |
| 15387 imported wealth           |
| 16485 exported wealth           |
| 317 food stores                 |

⚙️Hermit⚙️

No man is an island. Except this glorious bastard of a hermit. Living alone in the wildnerness, the Hermit has converted four levels of the cave into a nice and comfortable looking home. Smoothed walls and floors, an exotic parrot in a cage, self-made furniture, everything one might need.

The discovery of a legendary deep bronze sword, restored from the same relics the succubi so succesfully traded away, helps him secure his position; as do his many cage traps. Who knows? Maybe he will outlive all those glorious civilizations that embarked to create massive settlements. He just wants to live his life, untroubled by the world.

[Spoiler: The Hermit](#) (click to show/hide)



The fortress:



The overview:

|                  |       |   |   |
|------------------|-------|---|---|
| Created Wealth:  | 42200 | * | ? |
| Weapons:         | 7810  | * | ? |
| Armor and Garb:  | 234   | * |   |
| Furniture:       | 1620  | * | ? |
| Other Objects:   | 11900 | * | ? |
| Architecture:    | 15900 | * | ? |
| Displayed:       | 4550  | * | ? |
| Held/Worn:       | 278   | * |   |
| Imported Wealth: | 2837  | * |   |
| Exported Wealth: | None  |   |   |
| Food Stores:     | 200   | * | ? |
| Meat             | None  |   |   |
| Fish             | None  |   |   |
| Plant            | None  |   |   |
| Seeds            | 20    | * | ? |
| Drink            | 1     |   |   |
| Other            | 200   | * | ? |

Quote

|                              |
|------------------------------|
| Hermit                       |
| -----                        |
| 0 Losses.                    |
| 3 Wildlife Kills. (12 caged) |
| 0 Enemy Kills.               |
| 0 Prisoners.                 |
| 1 (all) Citizens alive!      |
| 1 happy.                     |
| 4 Pets                       |
| ~42200 wealth                |
| ~2837 imported wealth        |
| 0 exported wealth            |
| ~200 food stores             |

Save with all races in year one: <http://dffd.wimbli.com/file.php?id=10325>  
(<http://dffd.wimbli.com/file.php?id=10325>)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Immortal-D** on **December 25, 2014, 06:40:44 pm**

As former Overseer and still current Clan Leader, I resent the accusation of 'helpless animals'. Every single one of those little blighters was a dangerous menace, costing me time and blood (scaring away the workers and beating the crap out of our militia + 1 wolf, respectively.)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Meph** on **December 25, 2014, 06:43:29 pm**

|                                                                                                                                                                                                                                                                                          |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Quote from: Immortal-D on December 25, 2014, 06:40:44 pm                                                                                                                                                                                                                                 |
| As former Overseer and still current Clan Leader, I resent the accusation of 'helpless animals'. Every single one of those little blighters was a dangerous menace, costing me time and blood (scaring away the workers and beating the crap out of our militia + 1 wolf, respectively.) |

Spoiler: [Giant roaches are perfectly harmless](#) (click to show/hide)

With year 1 done, and year 2 fully set with players, people can now ask for year 3 and 4. :) If you want to play a round (or another

round), now is your time. Just let me know which race/year you want. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Gamerlord** on **December 25, 2014, 08:06:44 pm**

I'll start on Year 2 either today or tomorrow (depending on how cleaning up my room and installing the new bed/bookcases goes).

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **vjmdhzgr** on **December 25, 2014, 09:12:50 pm**

I'd like to have another turn next week. Not sure which though. While I like the hermit, I've already played a year as the hermit and I feel like maybe I should be playing multiple different ones? Either way it's not worth making a reservation for me yet though.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Deus Asmoth** on **December 25, 2014, 10:20:38 pm**

Can I go on the list for the Warlocks or Succubi? They seem amusing.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Icy03406** on **December 25, 2014, 10:42:16 pm**

The human life seems a little boring. They spent 3 years in building towers and not finished yet! ???

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Taupe** on **December 25, 2014, 10:56:23 pm**

You're a human, are you not. How many towers have YOU completed so far in your life?

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Icy03406** on **December 25, 2014, 11:28:54 pm**

Quote from: Taupe on December 25, 2014, 10:56:23 pm  
You're a human, are you not. How many towers have YOU completed so far in your life?  
None. So it's boring too.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Pencil\_Art** on **December 26, 2014, 12:16:02 am**

Whaaaaat! I just discovered I am lined up to play year 2 for dwarves!

I suppose I should probably see how it goes. Sorry if I make a mess of it, as I have never used Mastework before.

Spoiler (click to show/hide)  
I am reading quite a large amount of information on the Masterwork Dwarf Fortress pages

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Pencil\_Art** on **December 26, 2014, 01:03:27 am**

How do you transport saves to masterwork? I keep getting a message saying: Winrar can add only files to RAR or ZIP files. :(

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Nelia Hawk** on **December 26, 2014, 02:21:46 am**

i wonder if the warlock tower will... cause FUN later on.  
Spoiler (click to show/hide)  
crash into the river when the bridges are pulled... (cavein)  
actually... i think its south "bridgewalls" prevent it now. :D (maybe)

for the one who has screenshot problems, maybe try out "bandicam"? no idea if it will work though, but i think you can tell it to capture a window/program and screenshot it with a hotkey.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Meph** on **December 26, 2014, 04:49:21 am**

Quote from: Pencil\_Art on December 26, 2014, 01:03:27 am  
How do you transport saves to masterwork? I keep getting a message saying: Winrar can add only files to RAR or ZIP files. :(

Download <http://www.7-zip.org/>, then download Masterwork, and add the save to data/saves, just like any other succession fort.

Quote from: Nelia Hawk on December 26, 2014, 02:21:46 am  
i wonder if the warlock tower will... cause FUN later on.  
Spoiler (click to show/hide)  
crash into the river when the bridges are pulled... (cavein)  
actually... i think its south "bridgewalls" prevent it now. :D (maybe)

Warlock tower is secure, but could be easily self-destructed by deconstructing 2 walls.

Quote from: Icy03406 on December 25, 2014, 10:42:16 pm  
The human life seems a little boring. They spent 3 years in building towers and not finished yet! ???

Depends on the player. And on how much gold they have. Most items from merchants, most high-end stuff and all guilds operate on gold.

Quote from: Deus Asmoth on December 25, 2014, 10:20:38 pm  
Can I go on the list for the Warlocks or Succubi? They seem amusing.

Added you for year3 of the Warlocks.

Quote from: vjmdhzgr on December 25, 2014, 09:12:50 pm  
I'd like to have another turn next week. Not sure which though. While I like the hermit, I've already played a year as the hermit and I feel like maybe I should be playing multiple different ones? Either way it's not worth making a reservation for me yet though.

Just let me know when you decided. :)



Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Gamerlord** on **December 26, 2014, 06:02:30 am**

Well I should be fine to start orcs today and finish them up the day after tomorrow. Downloading now!

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Gamerlord** on **December 26, 2014, 07:09:10 am**

I am going to fucking murder you Immortal-D. Luckily I have gotten the injured orcs mostly treated and some soap made in record time, but the sheer... mess is horrifying.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Taupe** on **December 26, 2014, 07:17:16 am**

Quote  
I am going to fucking murder you Immortal-D  
He's *immortal*...

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **qorthos** on **December 26, 2014, 10:49:29 am**

immoral?

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**  
Post by: **qorthos** on **December 26, 2014, 11:44:10 am**

## Gnome year 2 : Summer, Fall and Winter

This year has been quiet, most of our time has been spent updating our home with defenses, water power and developing various technologies.

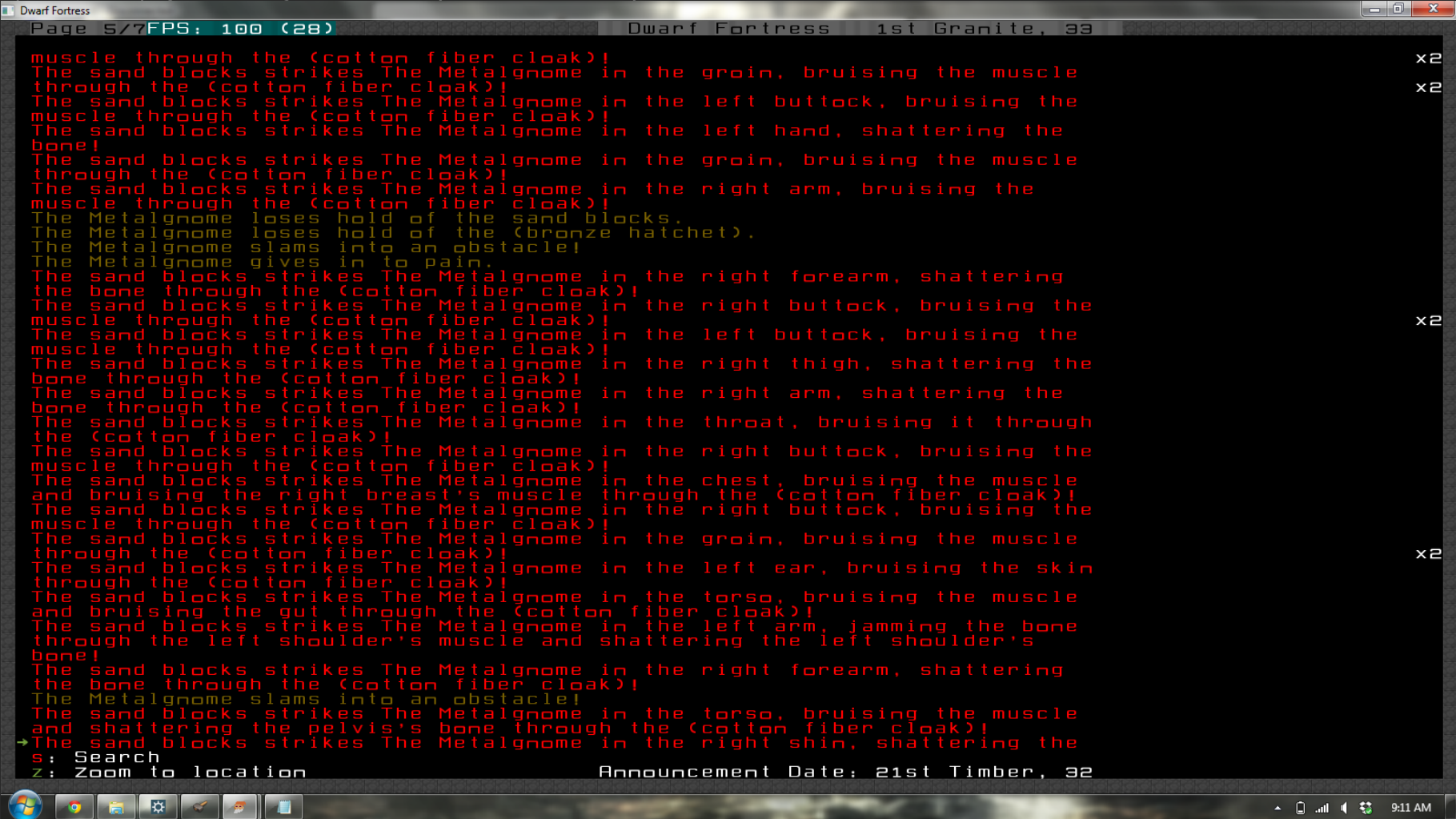
Updating our home  
First to be finished was the hydro-power loop. The initial channel constructed last year now continues through the home and back to the river. Water wheels pull energy out of the high velocity river water and provides power to our factory machines. Once depleted, a windmill powered pump dumps the water back into the river.

Next we worked on the architectural layout of level 100 (the workshop and trading floor). The hallway and entrance on level 100 was west of our main hallway on level 101. Workshops and stone and bridges were moved to place the hallways in line with each other vertically. The seismic telegraph had to be disassembled to accomplish this, and we've yet to rebuild one.

After the hallway was moved, we started working on a trapped corridor between the trading area and the rest of our home. The outer layer of traps are cage traps, and the inner layer is filled with weapon traps and stone-fall traps. The weapon traps contain five serrated glass sawblades each. And as an aside, Nanoxytec is now a legendary glassworker and produces truly gifted glass serrated saw blades.

Automatic Stonecutter  
Sometime late in summer, we turned on the Automatic Stonecutter. It is fed by a minecart delivery system above, and dumps the blocks into a waiting pile below. The system is dangerous. We installed a lockable door to prevent any gnomes or pets from accidentally walking into the machine while it is active, however the pile of blocks below is still dangerous to access. Our leader, Nidrugear, was moving a block from the pile while the machine was turned on and was hit by falling stone. He was dazed by the first stone, but then hundreds more followed and broke nearly every bone in his body. The system was turned off (by turning on the power interruption clutch [quick aside, when the lever outside the machinery reads "on", the machine is "off"] and Nidrugear was recovered, but he eventually succumbed to his injuries.

Spoiler: [One page of Nidrugear's trauma](#) (click to show/hide)



The stonecutter remains offline, although we have successfully turned stone into approximately fifteen hundred blocks. In the future, maybe we could link it to a furniture line and start producing rock furniture...

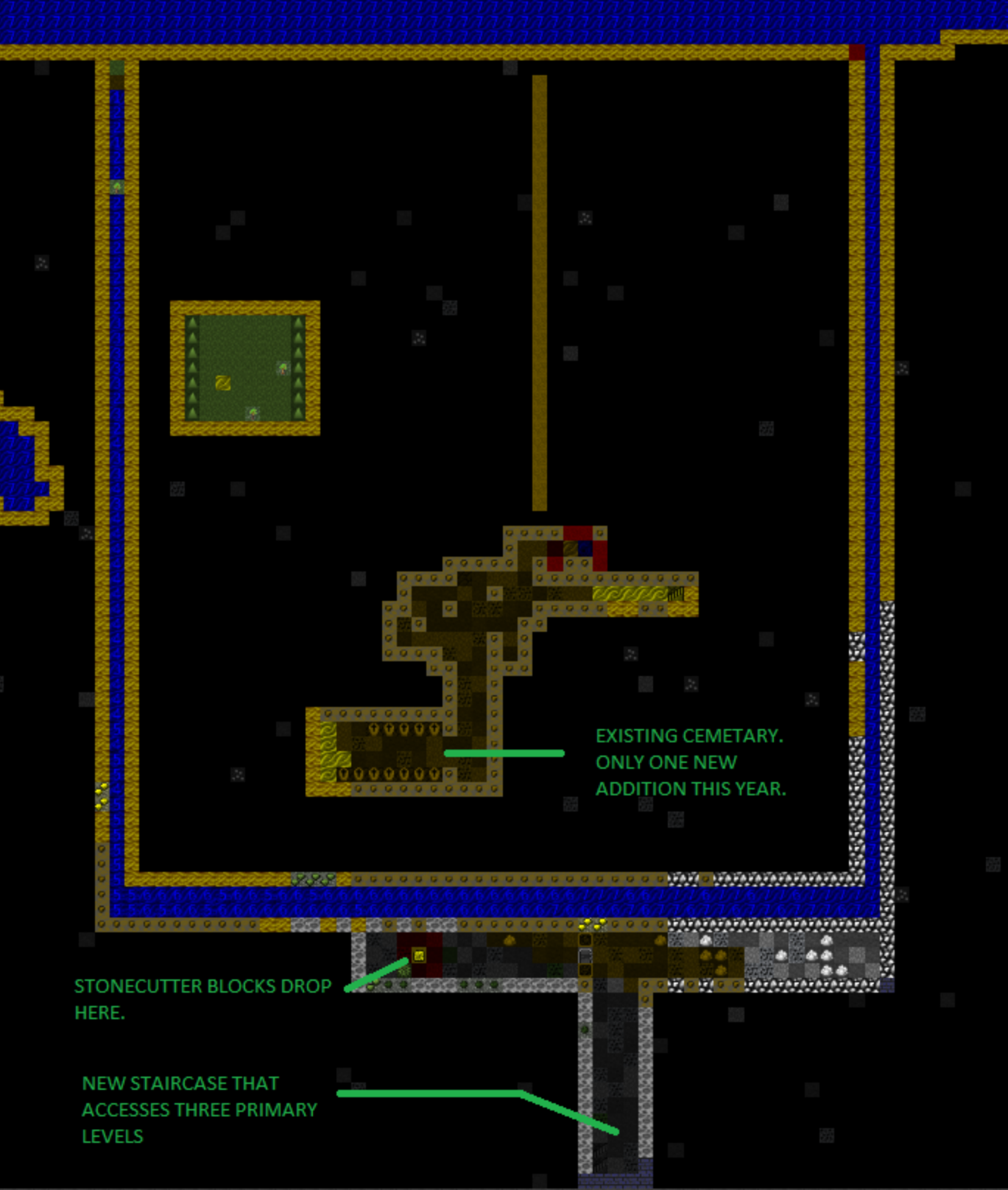
The elusive Arc Furnace  
The requirements for an arc furnace have almost been met. We need a dynamo, and we have most of the goods (including magnetized bars) necessary for its completion. It can probably be finished in the spring.

Fortress tour and detailed map of levers and what they control to follow...

Gnome year 2 : Home tour

[Spoiler: Level 99, 100 and 101](#) (click to show/hide)









Spoiler: stocks, dead, etc (click to show/hide)

|                                                           |  |        |  |                 |                  |      |  |                 |  |
|-----------------------------------------------------------|--|--------|--|-----------------|------------------|------|--|-----------------|--|
| Outpost Dundgihingine, ShipdirectFPS: 100 (29)1st Granite |  |        |  |                 |                  |      |  |                 |  |
| Animals                                                   |  |        |  |                 | Kitchen          |      |  |                 |  |
| Stone                                                     |  |        |  |                 | Stocks           |      |  |                 |  |
| Health                                                    |  |        |  |                 |                  |      |  |                 |  |
|                                                           |  |        |  |                 |                  |      |  |                 |  |
| Created Wealth:                                           |  | 71414* |  | Population:     |                  | 17   |  |                 |  |
| Weapons:                                                  |  | None   |  | Miners          |                  | 1    |  | Axe gnomes      |  |
| Armor and Garb:                                           |  | 942*   |  | Woodworkers     |                  | None |  | Axe Lords       |  |
| Furniture:                                                |  | 4360*  |  | Stoneworkers    |                  | None |  | Swordsgnomes    |  |
| Other Objects:                                            |  | 31929* |  | Rangers         |                  | 5    |  | Swordmasters    |  |
| Architecture:                                             |  | 18236* |  | Metal Smiths    |                  | 1    |  | Macegnomes      |  |
| Displayed:                                                |  | 15947* |  | Jewelers        |                  | None |  | Mace Lords      |  |
| Held/Worn:                                                |  | None   |  | Craftsgnomes    |                  | 2    |  | Hammergnomes    |  |
| Imported Wealth:                                          |  | 7617*  |  | Nobles/Admins   |                  | 1    |  | Hammer Lords    |  |
| Exported Wealth:                                          |  | 1825*  |  | Peasants        |                  | None |  | Speargnomes     |  |
| Food Stores:                                              |  | 208    |  | Children        |                  | 2    |  | Spearmasters    |  |
| Meat                                                      |  | None   |  | Fishery Workers |                  | 1    |  | Marksgnomes     |  |
| Fish                                                      |  | 28     |  | Farmworkers     |                  | 4    |  | Elite Marksgnms |  |
| Plant                                                     |  | 24     |  | Engineers       |                  | None |  | Wrestlers       |  |
|                                                           |  | Seeds  |  | Trained Animals |                  | A    |  | Elite Wrestlers |  |
|                                                           |  | Drink  |  | Other Animals   |                  | A    |  | Recruit/Others  |  |
|                                                           |  | Other  |  |                 |                  | 24   |  |                 |  |
| FPS: 100 (27)Dwarf Fortress                               |  |        |  |                 |                  |      |  |                 |  |
| Creatures                                                 |  |        |  |                 | Overall Training |      |  |                 |  |
| Status: Domesticated                                      |  |        |  |                 | s: Search        |      |  |                 |  |
| Creature                                                  |  |        |  |                 | Owner            |      |  |                 |  |
| Stray Rothe, ♀ (Tame)                                     |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Ironclad Horse, ♂ (Tame)                            |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Small Fire Blob, ♀ (Tame)                           |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Rattlesnake, ♂ (Tame)                               |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Rattlesnake, ♀ (Tame)                               |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray River Otter, ♂ (Tame)                               |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Rend Ranagzrbrrrshr, Bby Frst Gryphn, ♀ (Tm)              |  |        |  |                 | DRanagim Ginbu   |      |  |                 |  |
| Stray Rattlesnake, ♂ (Tame)                               |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Kakapo, ♀ (Tame)                                    |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Kiwi Cock, ♂ (Tame)                                 |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Rothe Calf, ♀ (Tame)                                |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Coral Snake, ♂ (Trained)                            |  |        |  |                 | TTUnavailable    |      |  |                 |  |
| Stray Coral Snake, ♀ (Semi-Wild)                          |  |        |  |                 | WTUnavailable    |      |  |                 |  |
| Stray Coral Snake, ♂ (Trained)                            |  |        |  |                 | TTUnavailable    |      |  |                 |  |
| Stray Red Panda Sow, ♀ (Tame)                             |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Grumat Mikthroshgerkrm, Frst Gryphn, ♂ (Tm)               |  |        |  |                 | DFregisfar Tir   |      |  |                 |  |
| Stray Small Fire Blob, ♀ (Tame)                           |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Kiwi Hen, ♀ (Tame)                                  |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Wolf, ♀ (Tame)                                      |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Wolf, ♂ (Tame)                                      |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Wolf, ♀ (Tame)                                      |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Wolf, ♂ (Tame)                                      |  |        |  |                 | DUnavailable     |      |  |                 |  |
| Stray Rothe Bull Calf, ♂ (Tame)                           |  |        |  |                 | DUnavailable     |      |  |                 |  |
| (tame bat)                                                |  |        |  |                 | DUnavailable     |      |  |                 |  |



| Citizens (17)                             | Pets/Livestock (24) | Others (49)             | Dead/Missing (27) |
|-------------------------------------------|---------------------|-------------------------|-------------------|
| Lanrome Daneftigearsh, Stonegnome         |                     | No Job                  |                   |
| Ranagim Ginbumgindumssi, Druidicgnome     |                     | Store Item in Stockpile |                   |
| Snotline Koltheldrevos, Druidicgnome      |                     | No Job                  |                   |
| Bolthros Navangazregar, Druidicgnome      |                     | Store Item in Stockpile |                   |
| Fregisfar Tirdundgearsturon, Druidicgnome |                     | Store Item in Bag       |                   |
| Frugordor Weirdumakole, Druidicgnome      |                     | Store Item in Stockpile |                   |
| Bardaugum Shelmoskolegor, Foodgnome       |                     | Drink                   |                   |
| Vustagud Fardumgirdruma, Stonegnome       |                     | No Job                  |                   |
| Nanoxtyec Koltherbotost, Glassworker      |                     | No Job                  |                   |
| Kaldim Danrondunavisti, Tinkerer          |                     | Construct Mechanisms    |                   |
| Sherassa Danronwalvar, Archeologist       |                     | No Job                  |                   |
| Gamand Karfrutir, Foodgnome               |                     | No Job                  |                   |
| Dirang Osahzrendira, Stonegnome           |                     | No Job                  |                   |
| Faldor Stagizsordar, Plantgnome           |                     | Drink                   |                   |
| Garuma Gornkahsgor, Broker                |                     | Trade at Depot          |                   |
| Diger Walgoramostagem, Child              |                     | Attend Party            |                   |
| Helm Gizwalendiva, Child                  |                     |                         |                   |

| Citizens (17)                                  | Pets/Livestock (24) | Others (49) | Dead/Missing (27) |
|------------------------------------------------|---------------------|-------------|-------------------|
| Coral Snake                                    |                     | Deceased    |                   |
| Alvandgizgordun, Reptile Man                   |                     | Deceased    |                   |
| Reptile Woman                                  |                     | Deceased    |                   |
| Nidrugear Rinefrenandgizren, Metalgnome        |                     | Deceased    |                   |
| Stray Kakapo Chick (Tame)                      |                     | Deceased    |                   |
| Garan Modumgirmwalhavis, Poult (Tame)          |                     | Deceased    |                   |
| Lanky Grey Lach                                |                     | Deceased    |                   |
| Lanky Grey Lach                                |                     | Deceased    |                   |
| Lanky Grey Lach                                |                     | Deceased    |                   |
| Stray Kiwi Hen (Tame)                          |                     | Deceased    |                   |
| Stray Kiwi Hen (Tame)                          |                     | Deceased    |                   |
| Stray Kiwi Hen (Tame)                          |                     | Deceased    |                   |
| Stray Kiwi Hen (Tame)                          |                     | Deceased    |                   |
| `Noodles` Anginbotligem, Stone & Rune Engraver |                     | Deceased    |                   |
| Burosige Algodhergizr, Fishery Worker          |                     | Deceased    |                   |
| Mugand Stagizdyrsturon, Engineer               |                     | Deceased    |                   |
| Ahs Gefrumfara, Miner                          |                     | Deceased    |                   |
| Karat Halhavardumgizbo, Glassmaker             |                     | Deceased    |                   |
| Azzlegizr Gotlikinfaldorneb, Miner             |                     | Deceased    |                   |
| Pardor Begankolthel, Miner                     |                     | Deceased    |                   |
| Nith                                           |                     | Deceased    |                   |
| Nith                                           |                     | Deceased    |                   |
| Nith                                           |                     | Deceased    |                   |
| Nith                                           |                     | Deceased    |                   |
| Nith                                           |                     | Deceased    |                   |
| Nith                                           |                     | Deceased    |                   |
| Nith                                           |                     | Deceased    |                   |

Save game download (<http://dffd.wimbli.com/file.php?id=10332>).

Closing thoughts: The second year of the gnomes has gone remarkably better. Two small migrant waves arrived, bringing the total number of gnomes to 18 (though it has now fallen to 17 with the death of Nidrugear). Some auto-machinery is operational and once the arc furnace is finished metal production may begin in mass. The home still lacks wealth, and any real trade good. Green glass saw blades were used this year and could continue to be used in the future. Food production is iffy, but we're okay with imported food for now.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **smakemupagus** on **December 26, 2014, 01:31:30 pm**

heh, it wouldn't be an Orcish fortress without the war chiefs sniping at each other, despite being the richest nation already :D

got the kobold fort in hand, going to play at least a season or two today!

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Pencil\_Art** on **December 26, 2014, 04:06:48 pm**

Does 7-zip edit the actual files? I transported the save using 7 - zip and when I opened the original file nothing had changed. I also cannot open Dwarf Fortress using 7-zip because apparently I don't have fmodex.dll. I do have it in [Spoiler](#) (click to show/hide)  
C:\Users\user\Documents\Dwarf Fortress\MasterworkDF V6.2.7z\Dwarf Fortress\  
, and I have tried reinstalling 7 - zip, but it still does not work.

Hmmmm....

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **smakemupagus** on **December 26, 2014, 04:15:07 pm**

[Quote from: Pencil\\_Art on December 26, 2014, 04:06:48 pm](#)  
Does 7-zip edit the actual files? I transported the save using 7 - zip and when I opened the original file nothing had changed.

You just need something to extract the files, you're not editing anything. 7-zip is an example because it's what Meph uses but in principle you can use other extraction software.

Once you extract Masterwork somewhere on your computer you'll have a folder with this path

F:\...\MasterworkDF V6.2\Dwarf Fortress\data\save\

You'll use 7-zip, or whatever, to extract the save game there. After doing so you'll have a folder inside with a path like

F:\...\MasterworkDF V6.2\Dwarf Fortress\data\save\Name of the Save Game You Downloaded\

Then you stop using 7-zip. Go to the folder

F:\...\MasterworkDF V6.2

and double click on

Masterwork Dwarf Fortress.exe

in the window that pops up, click on the little icon in the upper left that looks like a ASCII stylized dwarf, which will open Dwarf Fortress. Open the save file from within DF like you would any other save game.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Pencil\_Art** on **December 26, 2014, 04:29:29 pm**

Right. Thanks. Will be posting updates shortly.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **smakemupagus** on **December 26, 2014, 04:43:11 pm**

no problem :D

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Immortal-D** on **December 26, 2014, 05:18:01 pm**

Quote from: Taupe on December 26, 2014, 07:17:16 am

Quote  
I am going to fucking murder you Immortal-D  
He's *immortal*...

Yes, but only on weekends.

Quote from: Gamerlord on December 26, 2014, 07:09:10 am

I am going to fucking murder you Immortal-D. Luckily I have gotten the injured orcs mostly treated and some soap made in record time, but the sheer... mess is horrifying.

I think you missed this part of my report;

Quote from: Immortal-D on December 24, 2014, 09:43:00 pm

Workshops are a bit scattered right now, with everything feeding from the central stockpile. I'll leave proper organization to my successor, as my goal right now is to establish as much basic infrastructure as Orcly possible.

In my haste to get stuff built, I didn't wait for the clear-cutting, just put down Workshops around the trees as best I could. I should also mention that I purposefully chose to embark without any subterranean trees for a Sawmill, I found it provides a significant advantage. Given the relatively serene location, I felt such an advantage would hinder our !FUN!. So you'll have to dig deep for Spore Trees, or capture some Elves and put them to work.

Edit; And lets not forget that every creature under Armok's green Earth saw fit to visit us in the first year. Were it not for the Dire Wolves, we'd probly be dead. The last Giant Roach bled out literally moments before Spring.

Title: **Re: ☼Battle of the 8 Armies☼ - Going swimmingly, except for the dead gnomes :)**  
Post by: **Icy03406** on **December 26, 2014, 06:09:40 pm**

Quote from: qorthos on December 26, 2014, 01:03:40 pm

Closing thoughts: The second year of the gnomes has gone remarkably better. Two small migrant waves arrived, bringing the total number of gnomes to 18 (though it has now fallen to 17 with the death of Nidrugear). Some auto-machinery is operational and once the arc furnace is finished metal production may begin in mass. The home still lacks wealth, and any real trade good. Green glass saw blades were used this year and could continue to be used in the future. Food production is iffy, but we're okay with imported food for now.

Well, I'm surprised you've finished year 2 so quickly. We don't have to catch up with humans, do we? So, it's my turn now, and it will be a good weekend for me.  
17 gnomes are perfect. I personally always set the popcap to 15 and got above 20 dwarves. And for gnome, most job can be automated.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Xelanthol** on **December 26, 2014, 06:15:39 pm**

I'm away right now but I would love to jump in as orcs at the start of he new year

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Meph** on **December 26, 2014, 06:27:15 pm**

Quote from: Xelanthol on December 26, 2014, 06:15:39 pm

I'm away right now but I would love to jump in as orcs at the start of he new year

Added to the orcs. :) In year 3, after Gamerlord.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Pencil\_Art** on **December 26, 2014, 06:40:02 pm**

I got the most massive migrant wave. 18 and counting, one being a legendary farmer.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **Xelanthol** on **December 26, 2014, 06:41:36 pm**

Awesome, if someone wants to play before I'm back in my house, just keep bumping me to the next year. Looking forward to it!

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Meph** on **December 26, 2014, 06:53:39 pm**

Updated the first post with links to all story posts.

More than half of the people finished year 2 already, and we only need 2 more people for year 3. Thanks guys, this is getting much more feedback than I thought. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 26, 2014, 06:57:56 pm**

Quote from: Meph on December 26, 2014, 06:53:39 pm

More than half of the people finished year 2 already, and we only need 2 more people for year 3.

One of them is me. I will finish it as quickly as I can, but it might take a couple of days for me to be finished.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Immortal-D** on **December 26, 2014, 07:10:11 pm**

Quote from: Meph on December 26, 2014, 06:53:39 pm



Updated the first post with links to all story posts.

More than half of the people finished year 2 already, and we only need 2 more people for year 3. Thanks guys, this is getting much more feedback than I thought. :)

The comparison and stats of each year is really what cinches it. We're at war, after all.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Meph** on **December 26, 2014, 07:23:05 pm**

I can do a little bit more in-depth comparisons for year2, if people like that. Have a better look at the stocks, nobles and the like. Would be a bit unfair for the poor hermit though :P

Quote from: Pencil\_Art on December 26, 2014, 06:57:56 pm

Quote from: Meph on December 26, 2014, 06:53:39 pm

More than half of the people finished year 2 already, and we only need 2 more people for year 3.

One of them is me. I will finish it as quickly as I can, but it might take a couple of days for me to be finished.

No rush. Take all the time you need. Unless its more than a week without posting :P

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Rydel** on **December 26, 2014, 08:43:14 pm**

"After an in-depth analysis, our specialists have determined that the Hermit has attracted the lowest number of nobles and has the second smallest military."

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 finished by all races**  
Post by: **qorthos** on **December 26, 2014, 09:23:04 pm**

Quote from: Pencil\_Art on December 26, 2014, 06:40:02 pm

I got the most massive migrant wave. 18 and counting, one being a legendary farmer.

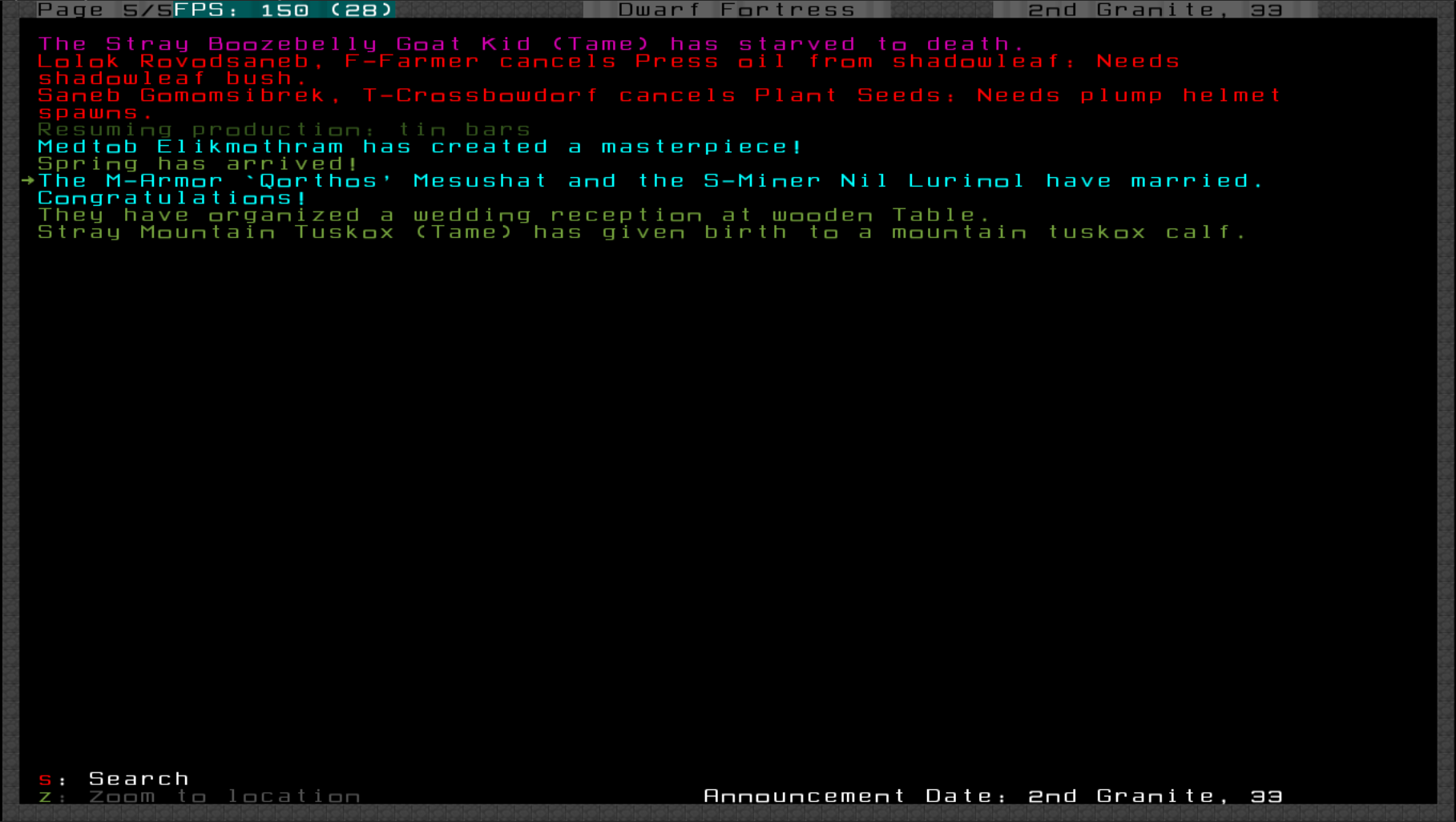
Tee. You can get 40+ if you play your cards right. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 26, 2014, 10:36:42 pm**

☼Dwarves☼ - Year 2, Spring.

Literally 2 seconds after unpausing, this happened:

[Spoiler](#) (click to show/hide)



Congratulations to Qorthos and Nil! However, unless you really want to halt some areas of work for a week again, I would advise you not to have such a large celebration.

Breached caverns, hopefully not too many dangerous things walk by while the mason constructs the staircase and makes it secure. Breached 4 z-levels above cavern floor, too.

[Spoiler](#) (click to show/hide)



Migrants arrived:

- Lorbam, a pretty useless novice weaponsmith, as we already have a better one,
- Sulus, a professional engraver and mason,
- Erush, who, apart from being a novice mechanic, is also a novice hammerdwarf, shield user, and armor user, as well as novice dodger and fighter, probably suitable for military,
- Stinthad, Adequate Axedwarf, Shield User, Armor User, Fighter and Dodger, as well as Adequate Mason and Engraver.
- Mebzuth, a Talented Oven Operator,
- Umom, a peasant aspiring to become a marksdwarf, and/or a animal trainer,
- Lor, who, apart from having a set of military novice skills and macedwarf, is also a Competent Sorcerer and Magic Weapon User.
- Sibrek, a Guard recruit whose only notable skill is Competent Leader,
- Deduk, aspiring to become a military knife user, is currently a beast dissector.
- Lolok, a novice butcher,
- Zotir, a talented Armorsmith and expert Metalcrafter,
- Kubuk, a novice archaeologist,
- Ineth, an expert armorsmith as well as a skilled machine operator,
- Zotir, another peasant,
- Shedim, a Talented Wound Dresser and Suturer (as well as novice metalsmith, but we have enough metalsmiths),
- Thabum, a child,
- As, a Legendary Farmer,
- Sibrek II, A competent Fish farmer, Fishery Worker and Fisherdwarf, As well as being a novice archaeologist and adequate swimmer,
- (How big is this migrant wave?) Fel, an animal caretaker
- Shulmik, a child,
- Erith, a Competent bone carver
- Kol, a Novice Spinner and Herbalist

An Elf caravan came, and we traded for mithril bards and weapons, as well as the valuable sun berry.

### Level 100/Main work area

[Spoiler](#) (click to show/hide)



### Level 95/Bedrooms

[Spoiler](#) (click to show/hide)





Level 82/Cave Floor  
Spoiler (click to show/hide)



With 41 dwarfs living in the fortress, I should better get to work on the bedrooms. Also looking to extract some ore from the cave, as we do not have any to smelt right now. Sorry for blurry pictures, but the only way I know how to take large pictures is to zoom out.

In other news, I forgot to dorf myself this season. Yes, there is cave moss spreading itself across the sand in the Fortress.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Taupe** on **December 26, 2014, 10:39:17 pm**

They got married at a wooden table. That's so exotic.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 26, 2014, 10:44:25 pm**

Pretty much all the tables in the Fortress are wooden.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Vozhban** on **December 27, 2014, 01:13:51 am**

Quote from: Meph on December 26, 2014, 07:23:05 pm

I can do a little bit more in-depth comparisons for year2, if people like that. Have a better look at the stocks, nobles and the like. Would be a bit unfair for the poor hermit though.

But he will have the lowest number of deceased fort members. And probably he could become the most skilled person of all. All this being 250 years old. And if it is not impressive enough, he is the only one who has a piece of stable warpstone in his cave. Also, He is quite wealthy. 48000 for a sole man because he doesn't need to share with anybody.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 27, 2014, 02:32:31 am**

May I ask, Qorthos, what all the acronyms mean? For example, A-Engineer, F-Farmer.....so on and so forth.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **qorthos** on **December 27, 2014, 02:57:50 am**

It's a grouping (mostly) based on their caste.

F- for farming  
M- for metal  
S- for stone

A- gets most general tasks, like alchemy, and administration, etc.

It helps me find group of dwarves in therapist easily.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 27, 2014, 02:59:05 am**

Ok. Thanks.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Taupe** on **December 27, 2014, 03:01:43 am**

That's... actually a very smart system. Very non-immersive, but brilliant.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Icy03406** on **December 27, 2014, 04:26:52 am**

### Gnomes. Spring Year 3.

Gamand Karfrutir, the foodgnome's dairy.

#### 1st Granite, Year 33.

It's the third year since we came here. So, happy new year.  
I'm the bookkeeper. I don't know why our leader chose me. All I wanted is growing cave wheat and making the best biscuits of the world.  
It sounds weird I'm a foodgnome huh? Of course not all gnomes are mad scientists and crazy engineers. Anyway, I'm a bookkeeper, so I have to do the annual report.  
We have 136 bars. However most of them are slag bars(76), and coke(43). I think we should use these coke in glass industry.  
We have only 15 malachite boulders. It's no need to mine more before we build a arc furnace. But we should find some better ores, copper is useless.  
There are some wolves in cage? Why should we cage our animal friends? I suggest pasture them right now.  
The caravan is still at the depot. I think we can buy some more goods.

#### 4th Granite.

We disambled the weapon traps and sold all the green glass sawblades. We can make more green glass later. We bought some metal, a crate of magnetized iron bars, a crate of heavy electrical equipment, a clockwork scorpion, and some cloth.

#### 8th Granite.

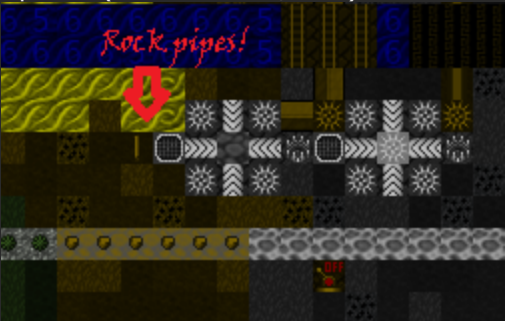
I didn't see the stray red panda starving. We don't know what she can eat. So we took her to the natural shrine and release her into the great wildness.  
And We make some robes to buy a forest spider. Great! When we have a spider, we can weave more silk and make more goods for the next caravan.

#### 16th Granite.

coral snake has reverted to a wild state!  
Some other snake took him down. Sad. Everyone should take care of animals to prevent this happen again.

#### 11th Slate.

Good news. Our furniture assembler has started to produce pipe sections. A bookkeeper is always glad to see more stuff to count.  
[Spoiler](#) (click to show/hide)



And today I sow someone built a geologic seismograph. It does not produce anything, why we built it?  
[Spoiler](#) (click to show/hide)



#### 21st Slate.

It turns out that the geologic seismograph can reveal the environment deep under earth if feed by a huge amount of power. We find peat in 3 levels below!  
Why am I so exited on peat? Am I infected by those mad scientists?



6th Felsite

It's crazy. The mad scientists has transmute peat into some wood-like material.

[Spoiler](#) (click to show/hide)

```
Screw Press

+sand mechanisms+
-sand mechanisms-
plastic logs
plastic logs
plastic logs
plastic logs
plastic logs
```

While all of us were attracted by the discovery of science, someone shouted "A raccoon! Drive it away!". Wait, why should we drive them away? Raccoons are harmless! But it's too late. A mechanical badger was enraged by the raccoons and teared one of them into parts.

[Spoiler](#) (click to show/hide)



[Spoiler](#) (click to show/hide)

Page 1 / 2FPS: 150 (29) Dwarf Fortre 8th Felsite, 33

The Mechanical Badger has become enraged!  
The Mechanical Badger scratches The Raccoon in the lower body, tearing the fat and bruising the muscle and bruising the gut!  
The Raccoon bites The Mechanical Badger in the right front foot, but the attack glances away!  
The Mechanical Badger scratches The Raccoon in the left front upper leg, tearing the fat and bruising the muscle!  
The Mechanical Badger scratches The Raccoon in the right front lower leg, tearing the fat!  
The Mechanical Badger scratches The Raccoon in the lower body, tearing the fat and bruising the muscle and bruising the stomach!  
The Mechanical Badger scratches The Raccoon in the upper body, tearing the fat and bruising the muscle and bruising the left lung!  
The Mechanical Badger attacks The Raccoon but She jumps away!  
The Mechanical Badger charges at The Raccoon!  
The Mechanical Badger scratches The Raccoon in the head, tearing the fat and bruising the muscle, shattering the skull and bruising the outer brain!  
The Mechanical Badger collides with The Raccoon!  
The Raccoon is knocked over and tumbles backward!  
The Mechanical Badger scratches The Raccoon in the left rear lower leg, tearing the fat and bruising the muscle!  
The Mechanical Badger has become enraged!  
The Mechanical Badger scratches The Raccoon in the tail, fracturing the bone!  
The Mechanical Badger scratches The Raccoon in the right front lower leg, tearing the fat and bruising the muscle!  
The Mechanical Badger scratches The Raccoon in the upper body, tearing the fat and bruising the muscle and bruising the right lung!  
The Mechanical Badger scratches The Raccoon in the left rear paw, fracturing the bone!  
The Mechanical Badger scratches The Raccoon in the left front paw, tearing the fat and bruising the muscle!  
The Mechanical Badger bites The Raccoon in the left rear upper leg, tearing the fat and bruising the muscle!  
The Mechanical Badger latches on firmly!  
The Mechanical Badger shakes The Raccoon around by the left rear upper leg, tearing apart the left rear upper leg's muscle and bruising the bone!  
An artery in the left rear upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn!  
The Mechanical Badger shakes The Raccoon around by the left rear upper leg, tearing apart the left rear upper leg's muscle and bruising the bone!  
An artery in the left rear upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn!  
The Mechanical Badger shakes The Raccoon around by the left rear upper leg, tearing apart the left rear upper leg's muscle and bruising the bone!  
An artery in the left rear upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn!  
→The Mechanical Badger shakes The Raccoon around by the left rear upper leg, tearing apart the left rear upper leg's muscle and bruising the bone!  
An artery in the left rear upper leg has been opened by the attack, many nerves have been severed and a tendon has been torn!  
S: Search  
Z: Zoom to location Announcement Date: 6th Felsite, 33

I must say it's interesting to see a mechanism became rage. The mad scientists.

### 16th Felsite

an elven caravan from Papewacacame has arrived. I'll see what I can buy from them. I hope they got some mithril.  
Oh I forgot to make some more robes! And the glassmaker is making mechanical arms, which is not very valuable. What else can we trade?

[Spoiler](#) (click to show/hide)

No, I won't sell green glass grinders. Despite made in cheep material such as green glass, those 30 hit trap comps can worth more than 10k each. It's ridiculous.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **smakemupagus** on **December 27, 2014, 04:33:01 am**

### Kobolds, Granite, 32

(year 2: prelude)

The new packleader glanced nervously at her clan. She had been the one-kobold warband here at Scronabanaba for the past year. With Asmoth and his two closest alphas in meditation at the Spirit Lodge for the next year, she was the closest this village had to an officer of any kind. In fact, however, she knew nothing of the workings of a kobold village. The only life she'd known since her eyes opened as a pup was splicing ropes on an Orcish xebec, until she had slipped away in the night during a port call in the Free Cities.

"You lot there! Stop all that damn fishing, unless you're some kind of eel-sign fishlubber. That's what we've got these fisher-gremlins for." Most of the kobolds slinked away from the riverside, except the Eels, who couldn't tell if they should be insulted or not, but were pretty sure they should keep fishing.

"Damn yer eyes, stop wasting all that wood on furniture, there's just a few logs left, and we've got enough home cubbies in the warrens to choke a kraken." The assembled kobolds - just 17, not counting the sleeping druids - pretended to understand. Yes, it surely takes a lot of cabinets to choke a kraken. Their tails wagged with pride: Scronabanaba was very rich, even in the eyes of their worldly new leader! "Smakemupagus," they called her, since it was the name written on her beautiful plumed hat. Of course, as a galley thrall she had never owned her own name, but Smakemupagus had been the Orcish Captain's name, and it seems she had gotten that too for free too when she had slipped away with the hat.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Gamerlord** on **December 27, 2014, 07:12:00 am**

Okay, bedroom is set up, the entire turn should be up by tomorrow.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Icy03406** on **December 27, 2014, 07:17:36 am**

### Gnomes. Summer Year 3.

3rd Hematite  
We are making some robes and green glass spikes for trading.

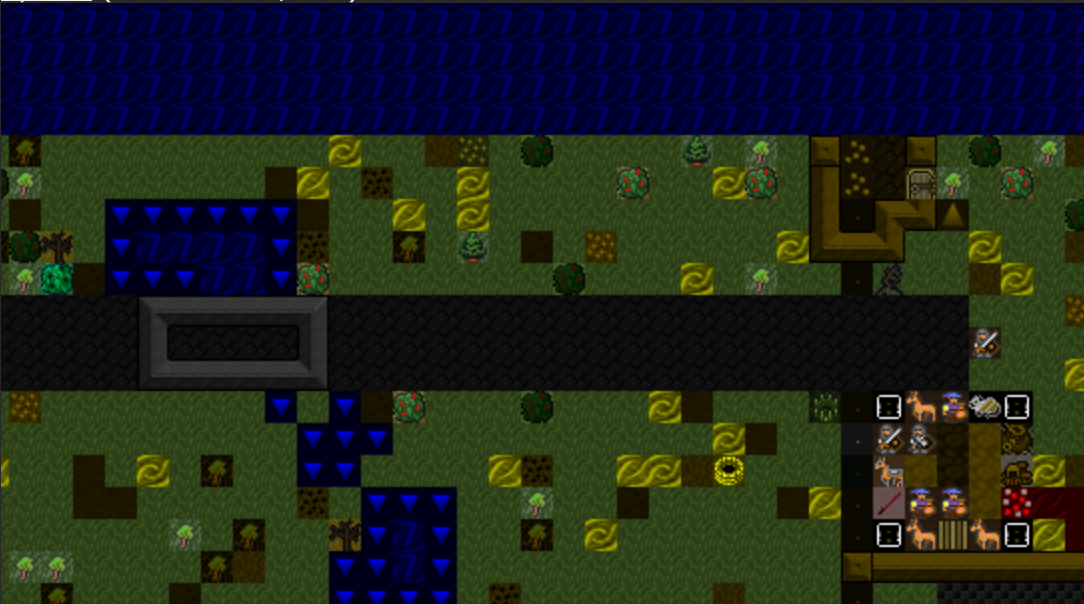
11th Hematite  
Finally we bought some mithril anvil and mithril contracts. Melted down they will yield some mithril bars for good armor.

The stonecutter was destructed and a woodcutter was built instead. Why? We are in short of stone now.  
The furniture assembler was set to produce mechanism. Wooden mechanism, with lowest quality, can be used to build most factories.  
Only furniture assembler and thunder forge need masterwork mechanisms.



1st Limestone  
Alarm! Thief spotted! A gnome was attacked by a kobold thief. The wound is not serious, just lost the standing ability.  
[Spoiler](#) (click to show/hide)  
Page 1 / 1 FPS: 150 (24) Dwarf Fortre 1st Limestone, 33  
The Kobold Thief stabs The Archeologist in the left thigh with his {{large iron dagger}}, fracturing the bone through the (cotton fiber cloak)!  
An artery has been opened by the attack, a sensory nerve has been severed and a tendon has been torn!  
→The Archeologist falls over.

16th Galena  
A human caravan has come. Welcome! We've finished the road. And the depot has been moved outside, so you humans won't got dizzy!  
But I doubt what you can offer to us.  
[Spoiler](#) (click to show/hide)



Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Gamerlord** on **December 27, 2014, 08:07:19 am**

**ORCS SPRING YEAR 2**

1st Granite  
Fuck Immortal-D. Fuck Immortal-D **hard**.

This is 'Gamerlord' Srithmogbagakh, the poor bastard who has to fix what that raiding shitstain started. That's the problem with the sea-dogs - they're raised to be savage killers and that's all they are. We Uruk though - we're the best. We're born to be leaders of the WAAAGH! This... imbecile had no idea what he was doing! Now I have to fix it.

((WHY IMMORTAL-D. WHY ARE NONE OF THE JOBS STANDARDISED. WHY ARE THE ORE STOCKPILES IN WITH EVERYTHING ELSE. WHY DO YOU EVEN HAVE BAR STOCKPILES. IS THERE NO END TO YOUR INCOMPETENCE. WHY ARE WHEELBARROWS BEING USED TO CART AROUND EVERYTHING.))

Immediately I started getting things in order. I got Ughorn and Burzump out of being civilians and stuck them in the primary warband under me - an Uruk always fights!

2nd Granite  
Well Malatal has decided to make... something at the Carpenters. Also, the last two Xen Infectors are gone. Maybe now I can fix this cock-up in peace. I had to cancel all the jobs Immortal-D left behind. We do not need coffers. We do not need cheese. We need soap. We need thread. We need cloth. We need decent weapons and armour.

The weaker orcs have been set to their tasks. Anyone with the directive to do too many things have been placed into specialised fields that they are suited for. Immortal-D has been busted back to Engineer, the miners have had their jobs expanded to include masonry and anyone with a job to do with food production has been labelled a 'herder'. The farms can rot for now.

7th Granite  
We now have six fighters total; two Uruk, one ronin and three common orcs. The home area has been repurposed as a hospital until a dedicated one can be set up. I cannot believe we have no artisan. Guess I'm going to have to make that orichalcum spear - copper isn't strong enough.

21st Granite  
Now we're getting somewhere. The soap makers workshop has been set up and hopefully soon we'll be able to make some.

((At this point I used dfhack to dam the river except for a one square gap. My FPS just wasn't high enough for my tastes. Doing so boosted me from 64 to 139.))

8th Slate  
Hospital is complete. It's not very big, but it will serve.

If we're going to get any sort of decent military we're going to need something better than bronze, and the only materials that fit the bill are ironbone and bloodsteel. We could try and find some more orichalcum or raid for weapons but it'd be too slow. We need gear now. First, a crematorium. Also, it seems that Malatal is not going to get the 'stacked cloth' he needs. I can't get cloth anywhere.

17th Slate  
And he's lost his mind. Great. Our one frostskald is moping around the camp doing nothing.

22nd Slate  
Migrants.  
-Ugburb a peon cook who is now a woodcutter.  
-Agrat a snaga spinner who is also a woodcutter.  
-Burgolg a dreamwalker with some experience in medical matters.  
-Ugburb a snaga who is now the first headhunter.  
-Krat. We have an artisan people!  
-Buur, a peon relegated to processing and smelting ore.  
-Bagroqu, a second artisan.  
-Talata, a peon who has become a fighter.  
-Agradbug, a peon who because of his stupid skills (why would we need cheese?) has been made a fighter.  
-Ama. Same as above.  
-Glugburz who is a fighter because he has the skills of one.  
-An acolyte who is standing at the top of the mountain and refusing to come down.  
-Latuurz who is a fighter because he is extremely strong.  
-Azguuruk who is now a woodcutter.  
-Some shitty trader who is also standing at the top of the mountain and refusing to descend for some reason.

-The peon Agrat who's sole responsibility is to make weapons since he is even more skilled in this than the artisans.  
-Bagroqu the snaga who is also a woodcutter.  
-Tugbuur a dreamwalker who has been relegated to the healers.  
-Latuul, a snaga who will be taking over the task of weaving and tailoring, mostly because someone has to do it.  
-An olog without a first name, but the surname of Yagbagroqu, who has been added to the my warband with the Uruk. His strength and toughness will be a great asset. Since he is rather dim and could not think of his own name, I have named him 'Fuck You Immortal-D', since that was the first thing that came to mind.  
An addition of 18 orcs brings us up to 38. The ancestors truly favour my leadership over that of the fool Immortal-D!

8th Felsite  
Found a dead bird belonging to someone while the woodcutters went out. Right now trying to get some food stockpiles in order.

14th Felsite  
It is raining. It is raining and the hole into the pond the dumbass dug is now filling, Also, goblins are here.

26th Felsite  
Traded them some of the trap parts and random pieces of clothing for leather and cloth.

And that was spring. How the hell do I turn off workflow? It's been set to limit stone blocks and I can't process anymore ore because of that. Also, I'm not putting in that many pictures for this, I'm going to do those at the end.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **zach123b** on **December 27, 2014, 09:05:03 am**

best i can tell its 'workflow disable' in dfhack to get rid of it  
says it'll disable the whole addon though. not sure though cause i don't use workflow, i feel it take some !fun! out of the game  
  
edit: it looks like u have the bug for migrants being merchants, use 'tweak fixmigrant' in dfhack. i had to use that on the succubus at one point

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **qorthos** on **December 27, 2014, 09:39:36 am**

I like the story of the gnomes being told through a non-technological gnome. :)

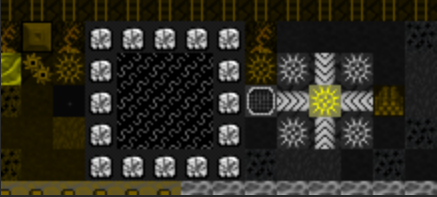
Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Icy03406** on **December 27, 2014, 11:01:33 am**

### Gnomes. Autumn Year 3.

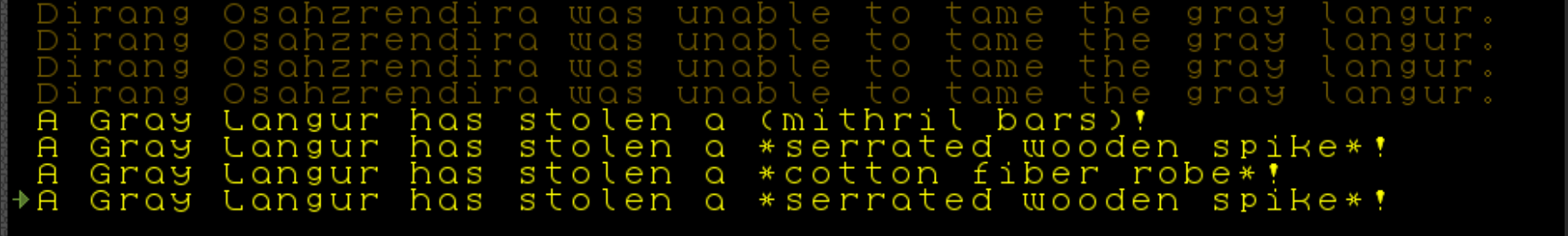
17th Limestone  
Our engineers looked very upset. They said the furniture assembler stopped working.  
"So Why not destroy it?" I said.  
"Good idea! According to my calculation building a new assembler takes less time than repairing this one, which is, infinity." Said Kaldim Danrondunavisti, the best mechanic of us.  
[Spoiler](#) (click to show/hide)



6th Sandstone  
There were more than a hundred planks and blocks in the machine. They were all laid on the ground after the machine was destroyed. A young engineer spend weeks moving them to clear the building site. But there were still many. So our miner grabbed a hand pick and channeled out the floor. Crazy, but it's easier to rebuild the floor than move the planks around.  
[Spoiler](#) (click to show/hide)



12th Timber  
The stockpile records updated. I'm going to be a good bookkeeper.  
[Spoiler](#) (click to show/hide)



1st Moonstone, early winter.  
I barely have time to write my dairy! We were all building the strange machines in the whole autumn. To the west there is a silk farm.



Although I said the best way to produce threads is to farm pigtail, the others just want to see huge bridges. However, I have no idea what we are building on the east. All of us, including foodgnomes, were send to haul mechanisms and pipes. Not only me, the engineers did not clearly understand what we were doing.  
"CEO told me to do this." They always said.  
[Spoiler](#) (click to show/hide)



The CEO, aka Chief Engineering Officer, is not a de jure noble, but we all listen to Kaldim. Partially because he has just finished this.  
[Spoiler](#) (click to show/hide)

This is a well-crafted silver shock baton.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **IndigoFenix** on **December 27, 2014, 11:33:43 am**

That's some factory you're building. I wonder what it does?

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **qorthos** on **December 27, 2014, 12:01:41 pm**

[Quote from: Taupe on December 27, 2014, 03:01:43 am](#)  
That's... actually a very smart system. Very non-immersive, but brilliant.

I also put a \* after their name if they're in the appropriate guild. I like the guild system, but it can be hard to keep track of.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Icy03406** on **December 27, 2014, 12:24:18 pm**

[Quote from: IndigoFenix on December 27, 2014, 11:33:43 am](#)  
That's some factory you're building. I wonder what it does?  
Ah, it's only a stupid smelt machine. From top to bottom, sort out slag to grinder and discard the output, sort boulders to stonecutter, sort blocks to furniture factory which produces mechanisms, sort out iron and nickle(but we don't have both ores), forge all other metals to sheets. The leftmost are 2 woodcutters, connected to the output sorter line, before and after the furniture factory.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **qorthos** on **December 27, 2014, 12:27:07 pm**

One input does more or less everything?

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Meph** on **December 27, 2014, 02:49:30 pm**

Update the first post with links to all story posts. :)  
If this would be a single fort, we would be in year 16 by now. :D

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 27, 2014, 04:50:01 pm**

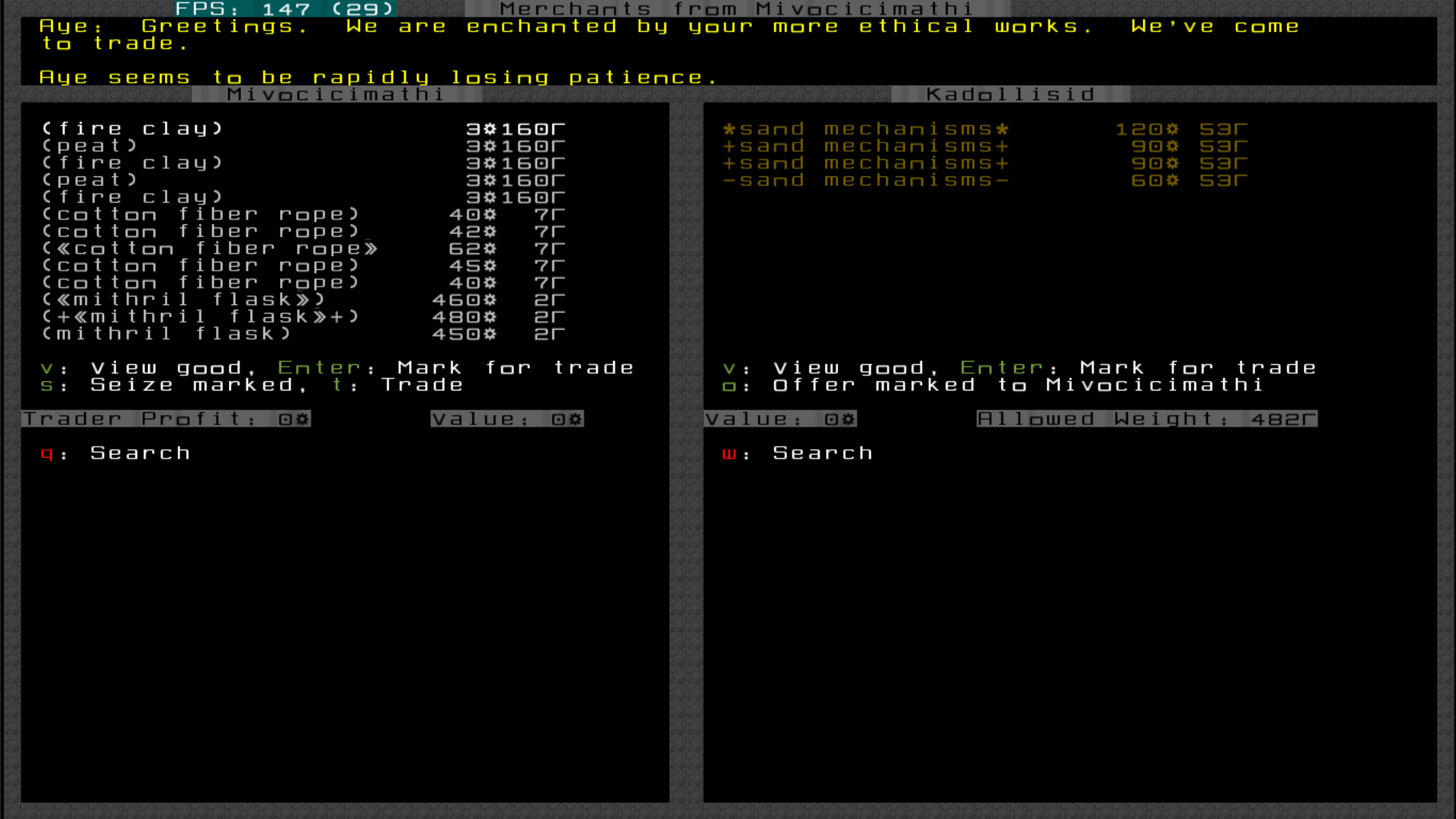
☼Dwarves☼ - Year 2, Summer.  
A Goblin Thief came... and subsequently left. Qorthos ran for his life from it.  
[Spoiler](#) (click to show/hide)



...that's it.

The Elf traders don't like me. I keep offering fair deals, them getting a profit, and they insist upon more. Stuck-up tree-huggers!

[Spoiler](#) (click to show/hide)



They really don't like me.

The Elves really like Rock Amulets.

[Spoiler](#) (click to show/hide)



| Good         | Price | Priority |
|--------------|-------|----------|
| backpacks    | 172%  | --101    |
| cheese       | 153%  | -101-    |
| cut gems     | 127%  | 101--    |
| plants       | 132%  | 101--    |
| scabbards    | 171%  | --101    |
| footwear     | 157%  | -101-    |
| rock amulets | 202%  | ---10    |
| large gems   | 142%  | -101-    |
| tanned hides | 142%  | -101-    |
| figurines    | 180%  | --101    |

Enter: View stockpile. 8293: Scroll.

ESC: Done.

More migrants arrived, bringing the population up to 49.  
We then had a sort of langur siege, which the military squads took care of. Nobody was killed, luckily, and the dead langurs made our meat stocks go over 200 again.  
Suddenly!

Spoiler (click to show/hide)

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |                                       |                |                    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------|----------------|--------------------|
| Page 15/15                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | FPS: 150 (28)                         | Dwarf Fortress | 10th Limestone, 33 |
| <div>Rakust Okbodakrul, Bone Carver cancels Sleep: Forbidden area.<br/>Shedim Ceshfotkatdir, Suturer cancels Sleep: Forbidden area.<br/>Bim Gudoszas, Gem Cutter cancels Sleep: Forbidden area.<br/>Amost Umarimush, C-Cloth cancels Store Item in Bin: Drop-off inaccessible.<br/>Zotir Tazukingul, Peasant cancels Sleep: Forbidden area.<br/>Fel Botdotir, A-Animal Caretaker cancels Sleep: Forbidden area.<br/>Dumat Bomrekogik, Herbalist cancels Sleep: Forbidden area.<br/>Kiror Atisgikut, Stoneworker cancels Sleep: Forbidden area.<br/>Amost Umarimush, C-Cloth cancels Store Item in Bin: Drop-off inaccessible.<br/>Rakust Okbodakrul, Bone Carver cancels Sleep: Forbidden area.<br/>Shedim Ceshfotkatdir, Suturer cancels Sleep: Forbidden area.<br/>Fel Botdotir, A-Animal Caretaker cancels Sleep: Forbidden area.<br/>Amost Umarimush, C-Cloth cancels Store Item in Bin: Drop-off inaccessible.<br/>Lolok Medtobkosak, Butcher cancels Sleep: Forbidden area.<br/>Kiror Atisgikut, Stoneworker cancels Sleep: Forbidden area.<br/>Ineth Cilobkosh, Armorer cancels Pen/Pasture Large Animal: Webbed.<br/>Ineth Cilobkosh, Armorer cancels Store Item in Stockpile: Webbed.<br/>Erith Stodirberath, Bone Carver cancels Harvest Plants: Webbed.<br/>Ineth Cilobkosh, Armorer cancels Harvest Plants: Webbed.<br/>Nesteth Umrilrisid, J-Glassmaker cancels Store Item in Stockpile: Webbed.<br/>Ineth Cilobkosh, Armorer cancels Store Item in Stockpile: Webbed.<br/>'Sibrek II' Dumlinkot, Fishery Worker cancels Fish: Webbed.<br/>Kolad Neithgonshomad, M-Smelter cancels Pen/Pasture Large Animal: Webbed.<br/>'Qorthos' Mesushat, M-Armor cancels Store Owned Item: Webbed.<br/>Saneb Gomomsibrek, T-Crossbowdorf has been found dead.<br/>'Qorthos' Mesushat, M-Armor cancels Store Owned Item: Webbed.<br/>→ Nil Lurinol, S-Miner has been found dead.<br/>Erush Ekurongos, Engineer cancels Butcher an Animal: Webbed.<br/>Goden Unilob, W-Cutter cancels Cut rough tree/trunk: Webbed.<br/>Mosus Zamnuththos, Toolmaker cancels Store Item in Stockpile: Webbed.<br/>Erush Ekurongos, Engineer cancels Sleep: Webbed.</div> |                                       |                |                    |
| S: Search<br>Z: Zoom to location                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | Announcement Date: 10th Limestone, 33 |                |                    |

Several Forest Spiders invaded in a moment of inattentiveness. 2 citizens and one military perished, though only 2 of those have been found.  
  
One fishery worker is now missing a hand, but keeps faithfully cleaning the fish for the fortress. This has been a rude awakening to the fact that we must update our defenses.

Level 100/Main work area

Spoiler (click to show/hide)



..Very bloody.

### Level 95/Bedrooms

[Spoiler \(click to show/hide\)](#)



Yes, they are now bigger.

### Level 82/Caves

[Spoiler \(click to show/hide\)](#)





They are the same as ever.

So! It seems I will need to start putting lots of cage traps around the perimeter of the fortress. We lost a Crossbowdwarf, which means we will need to train some more up. I am thinking of putting about half the population in the military, because most are idling right now.

I forgot to dorf myself again.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Arcvasti** on **December 27, 2014, 05:00:54 pm**

How have I not run into this.

PTW and requesting a turn for Kobolds year four.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Meph** on **December 27, 2014, 05:32:42 pm**

Quote from: Arcvasti on December 27, 2014, 05:00:54 pm

How have I not run into this.

PTW and requesting a turn for Kobolds year four.

Done :)

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **zach123b** on **December 27, 2014, 06:34:05 pm**

if u want, u can have year 3 of the kobolds. i don't think i'll have much time to play this week

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Meph** on **December 27, 2014, 07:18:55 pm**

Sounds good, just let me know when you guys know. If you (Arcvasti) want to next turn, I'll switch you two. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Deus Asmoth** on **December 27, 2014, 07:35:03 pm**

Oh, the warlocks are already on year 3. Oops. I'll get on that as soon as possible.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Icy03406** on **December 27, 2014, 07:57:17 pm**

Gnomes. Winter Year 3.

3rd Obsidian  
We were all working for 'the great factory' in the past 2 months, so there are not much to note.  
Today 'the great factory' finally produced something.  
Spoiler (click to show/hide)



It's not great at all. But at last we can take a rest.

12th Obsidian

The stray baby forest gryphan has been found dead.

It must be a horrible death. Is it worthy, to put lives in danger, for the progress of technology?

[Spoiler](#) (click to show/hide)



We should pasture all the flying pets.

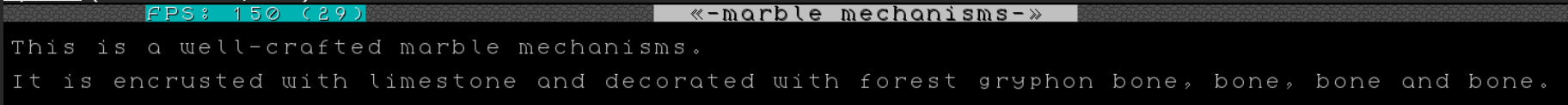
14th Obsidian

A caravan from Walgodundlandim has arrived. We are hauling rare silk robes to the depot, and also our technology wonder, plastic spikes.

19th Obsidian

The factory spit out this. What the hell?

[Spoiler](#) (click to show/hide)



Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **qorthos** on **December 27, 2014, 08:00:34 pm**

I'm thinking that a gryphon flew into the input somewhere...

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Icy03406** on **December 27, 2014, 09:33:56 pm**

Gnomes. End of Year 3.

The entrance. There should be more traps.

The merchants are waiting to trade. I haven't open the conversation.

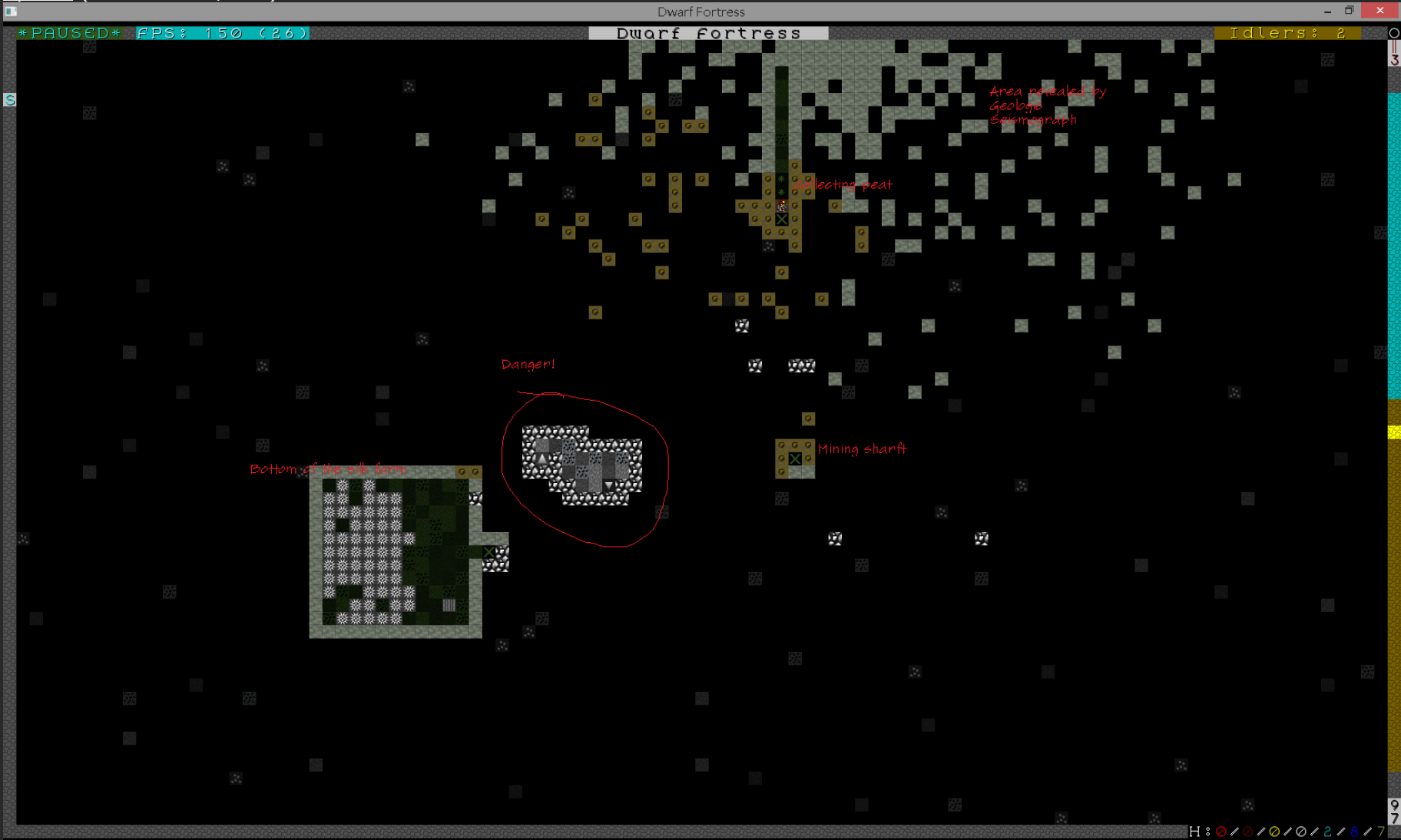
[Spoiler](#) (click to show/hide)







The bottom. I'm thinking of automatize the silk farm.  
[Spoiler](#) (click to show/hide)



The save file.  
<http://dffd.wimbli.com/file.php?id=10346> (<http://dffd.wimbli.com/file.php?id=10346>)

- My todo list:
- [Spoiler](#) (click to show/hide)
  - Attach some gadget to armors.
  - Build an autotailor.
  - Build traps.
  - Train animals.
  - Drill for magma.
  - Build a dragon.
  - Have FUN.

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Jakob** on **December 28, 2014, 12:01:20 am**

May I take the next round of Dwarves?

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Gamerlord** on **December 28, 2014, 06:12:33 am**

ORCS YEAR 2 SUMMER, AUTUMN, WINTER, SAVE  
((Sorry for the low quality after summer and the lack of pictures. Nothing really changed in the fort itself, I did barely any digging or construction and the only real change is that there are more corpses lying around.))

SUMMER  
Hematite  
How the hell did a falcon get in here? Oh well, at least the warriors killed it quickly enough. Also, the fort's first child has been born to a warrior and a bonesaw - a strong healthy common orcess. Bolugd, our shaman assures me this is a good omen, but I say it'd be more encouraging if the child was an Uruk. In other news, the dumbass frostskauld has succumbed to starvation at last, meaning I no longer have to put up with his moping. Construction has begun on a crypt to hold the dead and he will be interred when it's done.

During exploratory digging that found us some old fossils of some past settlement a reptile man came up from the cavern. Though he was



quickly dispatched by a wolf, he did heavily injure the beast. Of course the wolf got the prime cuts that night! Another came up later, but the warband cut it down in a second.

Another set of migrants have come, this time however no one stood out except for three new fighters for the common orc warbands and a healer.

Malachite

The armouring of the warbands has begun. The Uruk shall be clad in the traditional lamellar leather, while the common orcs shall have bronze. In total there are now fifteen melee fighters and two snaga archers who have yet to recieve bows.

FUCK ME THE ROACHES ARE BACK.

Alright, all have been killed except one which ran into the cage traps.

Galena  
We finally scrounged up enough coin to send out a raiding party - I chose to pick up a goblin so we can get a muckraker digging up peat for us to use as fuel.

The caravan from the clanholds arrived, bringing with them iron, wood and leather. I traded them some of the random crap digging up the fossils got us.

AUTUMN

Limestone

A kobold thief interrupted work, though I ran it down and killed it before it could escape.

One of the artisans has ran off to go make something! Hopefully it won't end like the last one did.

Well he made a wooden cup. By the ancestors, why would he create such a useless thing?

Another kobold thief - another kobold dinner.

One of the fighters has gone missing - he was found at the bottom of the well, the fucking idiot fell in and drowned. We have to dig out a resevoir to drain the water into while we retrieve his body now.

Sandstone

More migrants - gonna need more food. At least we got three more common orc fighters and an Uruk warrior!

Damnit, this is the second party that lazy bastard Immortal-D has organised! He keeps stopping work from getting done, important work!

((Summer and Autumn were really boring.))

Another raid - this time on the elves will hopefully - SHIT.

Timber

A fell beast from the depths of the world has come to lay waste! Ud Stotagun, the towering hairy mayfly, beware it's fire!

I immediately led the warriors down into the cavern to hold it off, while a succubi caravan arrived.

OH SHIT THREE ORCS ARE ALREADY ON FIRE.

Well it's dead. However three orcs lost their lives. We shall remember Ama, Ughorn and Latuurz for their courageous sacrifice.

Huh - the succubi are leaving after one of them killed their own drowspider. Isn't that something.

Well the elves are here to try and kill us.

WINTER

Moonstone

We killed fourteen of the filthy elves, driving back the rest. A few injuries were taken, but on the whole the moonsilver and silver krisses of the bladedancers were not enough to get through bronze and lamellar. Their pathetic root armour is being refitted to provide the unarmoured orcs some more protection.

And a titan's here. Wonderful. Arcanum Gens Inanis, the gigantic three-eyed scarab beetle with the poisonous sting.

Huh. Didn't even kill anyone.

Opal

And ANOTHER FORGOTTEN BEAST. Though this one is an ash blob.

And it only needs to struck once to kill it. Pathetic.

Obsidian

Last stretch!

...  
Yeah nothing happened.

Summary: Pretty much did nothing but fix what Immortal-D left behind. If you want to expand a civilian militia there are makeshift breastplates/helms lying around. The common orc military is equipped with bronze toothed axes as standard while the Uruks are more varied. The hospital works and we have a few healers. Woodcutters/carpenters and miners/masons are set up and we have a few corsairs for raiding purposes. Something weird is going on with the ore/stone stockpiles, nothing is being put into them, maybe look into that. We still have nothing but copper, tin and bronze on the map, but now at least we have some ironbone ones. There is enough coke from the muckraker to supply our current metalworking industry but if you want to do more you will need another couple of clay ovens/muckrakers. Notes have been left around detailing stuff.

Recommendations: begin making damascene weapons, maybe try expanding the archers or using the dreamwalkers we already have.

The save. (<http://dffd.wimbli.com/file.php?id=10347>)

Good luck!

Just a random question but what are the settings used in this playthrough for Masterwork. for example is hatrder mining on?

Title: **Re: ☼Battle of the 8 Armies☼ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **Meph** on **December 28, 2014, 08:25:24 am**

Quote  
Summary: Pretty much did nothing but fix what Immortal-D left behind.  
Gamerlord, you are so diplomatic. :P

Quote from: lurtze1 on December 28, 2014, 07:51:11 am  
Just a random question but what are the settings used in this playthrough for Masterwork. for example is hatrder mining on?  
Default settings, the way its set when you download it.

Quote from: Jakob on December 28, 2014, 12:01:20 am  
May I take the next round of Dwarves?  
Sure, I'll add you to the list.

Edit: Updated the first post with links and stuff, and let Xelanthol and Urist Mc Dwarf know that its their turn for the Hermit and Orcs.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **lurtze1** on **December 28, 2014, 12:18:29 pm**

Thank you meph

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Immortal-D** on **December 28, 2014, 05:01:05 pm**

Long as he didn't touch my personal Artefact Statue, I'm ok :P p.s. need pics of the glorious Orcs!

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Gamerlord** on **December 28, 2014, 10:49:06 pm**

Yeah, I kicked you out of there and installed the shaman to keep him happy.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 29, 2014, 12:34:45 am**

Whoops! My second update was actually summer. Can you please change it, Meph?

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Deus Asmoth** on **December 29, 2014, 12:34:55 am**

## Warlocks, Spring of Year 3

1st of Granite

So, apparently I’m taking over this place for the time being. I’m not sure why, but I guess I’ll have to make the best of it by *devouring as many souls as I can*. In any case, I’ve decided that the best thing to do is continue building the tower. We might even add another level onto it for a library, which should be helpful from the soul-devouring point of view.

16th of Granite

A skeleton has created Usma Sakor, a sand dice. It’s pretty, but our Keeper of Knowledge won’t tell me how much it’s worth.

25th of Granite

My minions report that they’ve finally caught something on one of their kidnapping sprees. With any luck it’ll be something useful, but I imagine they’ll have an elf child and expect praise for it.

6th of Slate

We set about torturing the prisoner that our minions brought back today, but... well *someone* got over enthusiastic and broke their new toy. We didn’t really learn much aside from the full rotational range of an elf’s elbow.

10th of Slate

I’ve finally begun on my soul eating spree. I am become death, destroyer of worlds. Or killer of people who irk me. More likely the latter.

1st of Felsite

The skellythingies discovered a system of caverns deep under the earth while I had them digging for ores and gems:

Spoiler (click to show/hide)





I have sent them to look for ores and gems elsewhere.

Felsite also appears to be the national month of 'Hey, let's all go on holiday and let someone else do our work for us!' On the other hand, I have to admire Zhef Tersheyshsh... that child's work ethic.

Spoiler (click to show/hide)

| Citizens (35)                           | Pets/Livestock (0) | Others (3)                      | Dead/Missing (55) |
|-----------------------------------------|--------------------|---------------------------------|-------------------|
| Shambling Skeleton, Miner               |                    | Dig                             |                   |
| Shambling Skeleton, Miner               |                    | Dig                             |                   |
| Kreysetal Semjewfaha, Gem Setter        |                    | On Break                        |                   |
| Ys Snanteshewyh, Necromancer            |                    | Summon black ethereal blocks/R  |                   |
| Almeyu Neut Sferdsh, steward            |                    | Construct Building              |                   |
| Teshewyh Herjseyh, Necromancer          |                    | Prepare a Raw Fish              |                   |
| Leghez Almeyumefteru Tr, ovrlrd *vrld*  |                    | Command minions to plunder!     |                   |
| `Deus' Tel Themtedwes, death            |                    |                                 |                   |
| Bwem Mdekhelalshab, Necromancer         |                    | Make gem jugs (2)               |                   |
| Setar Tekhebtued, Necromancer           |                    | Construct Building              |                   |
| Bred Hedadawheshey, Necromancer         |                    | Prepare a Raw Fish              |                   |
| Mestenu Tesyebsemyeth, Necromancer      |                    | On Break                        |                   |
| Dent Mshe Wwemlwh, Necromancer          |                    | Construct Building              |                   |
| Mwezfeyn Demytayer, Necromancer         |                    | Dig                             |                   |
| Selb Jwrebt, Necromancer                |                    | On Break                        |                   |
| Lab Mestenuyeg Heru, keeper of knowledg |                    | Summon black ethereal blocks/R  |                   |
| Bether Urenuebr, Necromancer            |                    | Construct Building              |                   |
| Ghemwed Kanetaljel, ghoul master        |                    | Construct Building              |                   |
| Alzam Ghebarkateb, Butcher              |                    | On Break                        |                   |
| `Zippo', Zombie                         |                    | No Job                          |                   |
| *Zombie*, Zombie                        |                    | Construct Building              |                   |
| *Zombie*, Zombie                        |                    | Cut rough treetrunk             |                   |
| *Zombie*, Zombie                        |                    | Summon black ethereal blocks/R  |                   |
| *Zombie*, Zombie                        |                    | Construct Building              |                   |
| *Zombie*, Zombie                        |                    | Construct Building              |                   |
| *Zombie*, Zombie                        |                    | Dig                             |                   |
| *Zombie*, Zombie                        |                    | On Break                        |                   |
| *Zombie*, Zombie                        |                    | On Break                        |                   |
| *Zombie*, Zombie                        |                    | Construct Building              |                   |
| Zombie, Zombie                          |                    | Construct Building              |                   |
| *Zombie*, Zombie                        |                    | Construct Building              |                   |
| *Zombie*, Zombie                        |                    | Construct Building              |                   |
| *Zombie*, Zombie                        |                    | No Job                          |                   |
| *Zombie*, Zombie                        |                    | No Job                          |                   |
| Zhef Tersheyshshewk, Child              |                    | Try to attract lost souls(3%)/R |                   |

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 29, 2014, 01:19:02 am**

### ☼Dwarves☼ - Year 2, Autumn.

Autumn passed peacefully, with the dwarven traders coming from the mountain home. Surprisingly, they brought a barrel full of cheese. Hmmmm.  
An area was dug out for coffins to be placed in.

Spoiler (click to show/hide)



This was because of the casualties taken in the forest spider attack. No cage traps yet, unsurprisingly. Cage traps are something I suppose I really ought to look into.

The caves have shown no signs of aggressiveness. Yet. The caverns have yet to become ours.

The curtain wall has been completed. Not completely sure if climbing and jumping is in 34.11. Still going to put a roof on, because attacks can be made from the hill overlooking the fortress.

Traded mostly for metals this season. Traded for a crate of iron, worth 1600-odd Urists. What do I do with these? I hope it was worth it.

Level 100/Main work area

Spoiler (click to show/hide)



A rotten lizard is causing miasma in the food stockpiles. Expanded refuse stockpiles.

Level 95/Bedrooms

Spoiler (click to show/hide)





Same as ever.

Level 94/Crypts

Spoiler (click to show/hide)



Coffin in middle of big rooms is for people in need of happiness.

Level 82/Cave Floor

Spoiler (click to show/hide)





It's the same as ever.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 29, 2014, 01:28:38 am**

Fantastic.

[Spoiler](#) (click to show/hide)



Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Boltgun** on **December 29, 2014, 02:30:47 am**

I'll grab succubi year 3, this will go very well. (it won't)

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 29, 2014, 02:56:14 am**

Feel free to tell me how to build more space efficient crypts. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **smakemupagus** on **December 29, 2014, 03:16:48 am**

One "shift-diagonal" big room with 121 coffins in it? How many dead dwarves are you expecting? ;)

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **smakemupagus** on **December 29, 2014, 03:37:06 am**

Kobolds: Spring, 32  
(year 2, part 2)

Granite, 32



Smakemupagus looked over her kobold clan's village of Scronabanaba, where several new medium and large tents were being staked out. The tents were just empty multipurpose structures at the moment; in a few days she'd have to go back and give the workers some more specific instructions about what crafts to pursue. She had quite a list prepared: leather armor and shields, bone pointy sticks and bola throwers. Smakemupagus expected that there would be enemy war parties scouting around Scronabanaba very soon, and her people needed to start training to defend themselves from hostile foreigners.

"Agh! Why is everything stacked up nowhere?" Very few supplies were properly stockpiled yet. She didn't really care one way or the other about goods cluttering the workshops, but the disorganed state of the raw material stocks was a serious problem for the crafters. "The cut wood lies where it falls in the forest! Get it inside the pallisade!" She barked at the clan, trying to help them understand the urgency, but these village kobolds seemed oblivious to all dangers.

She motioned to her 'pack' to follow - five young Earth-sign toughs who signed on to spar in pairs a couple times per month, and to help Smakemupagus patrol the grounds. Together they examined the entire perimeter of the pallisade, which enclosed a huge warren, enough ground for hundreds of kobolds to live someday. "These jack-rats should go inside soon," Smak growled. "Elf bows on that ridge above could kill the whole herd easily, and snipe the rat-herders besides." Still, she thought, it was good that their main living area in the valley was behind the rise, out of the direct line of sight. Someday, perhaps, this hill side could be a strong point, with a warren bristing with fortifications, or even a tower on top from which kobolds could duel foriegn rangers as equals!

Slate, 32

She sighed, and they moved on for now. They had a more urgent problem: a 3-urist gap in the western wall. A few kobolds even now were poking around with some of their few remaining blocks, fitting a bridge that would nicely seal the breach, while others packed up the trade depot and brought it inside. "Quickly now! Make a lever in a safe place in the inner warren!" Her crafts-kobolds returned her urgent stare with a blank look. "Lever! Is made from mechanisms! Needed to close the bridge!" More empty stares. "Mechanisms! Made from stones!"

Finally, they understood a bit, and a young crafts-pup spoke up. "Ah, stones! Yes mum, I remember we had some of those last year. All out now I think. Too bad all the shovels are broke, yes mum!"

Smakemupagus felt a twinge of panic as a scout reported a cloud of dust on the horizon, moving fast in their direction.

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Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **smakemupagus** on **December 29, 2014, 05:32:39 am**

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## Kobolds, Spring/Summer 32

(year 2, part 3)

Felsite, 32

To the entire clan's great relief, the cloud of dust was kicked up not by any sort of bloodthirsty raiders, but by good kobold migrants. A huge pack. Once welcomed inside, more than doubled the population of the camp. Fortunately, there was plenty of fish and other food already put aside, enough to feed the newcomers for years. This bit of a scare helped the rest of the clan come around to Smakemupagus' point of view that the great gap in the wall represented a real security problem, and luckily, there were now more than enough paws to do the work. One team turned out a big pile of shovels from the (rapidly dwindling) stocks of wood, while a second group dug with great excitement, expanding their living space while extracting the critical stone boulders from the cave walls. The shovels didn't last too long, but fortunately only about 3 of the stones were needed really badly. Haulers grabbed these immediately, and raced the heavy stones up to a stockpile near the work areas.

The clan cleared some outdoor space for farms, and planted some wood stalks as insurance against the chance of a long siege. Smakemupagus knew that kobold textile workers indentured to the orcish clans could make a useful wood-like product from these twiggy quick-growing herbs, and she hoped that the crafters here in Scronabanaba knew the same technique. If nothing else, they could look forward to brewing some stalk whisky! But that was a problem for months in the future.

The materials for the new West Gate were in place. Now there was nothing left to do but watch the poor kobold 'mechanics' as they pawed at the lever, and stared dismally at the bridge, and finally attempted to jam the crude mechanisms into place a dozen different ways. Their efforts had already cost days, or weeks even. Their simple minded confusion would be very funny, if not for the mortal peril!

The ranchers of Scronabanaba positioned a pack of fierce badgers at the still-empty gate. The new migrants, happy to contribute to the security of their new home, proudly stationed their ogre bodyguard and a pair shalswars there too. Some of the naive young kobolds drafted into Smakemupagus' militia felt so bold, even with their crude pointy sticks and crude soft leather jerkins, that they openly wished for an enemy to come. Surely the Ogre would smash any invader to bits! and the brave kobolds could help the Ogre, and then pick up any shiny jewelry left behind! But Smak knew the simpleminded brute ogre would be no match for an Uruk, or a Legion-Dwarf, or even an...

Hematite, 32

"Hoooooooooooooww!! Elfs!! Ambush!! Elfs with knives!! Invisible Elfs with knives!!" But there was at least one with a bow too, for several of the jack-rats were squealing, or dead. A couple kobold ranchers came howling down from the little hill where they had been tending the rats -- thankfully they were all Air-signs, and had the presence of mind to vanish into the shadows. Even more importantly, they spied the invaders early enough to save the village. Smak shot a glare at the mechanics, who gave back a half-hearted positive signal and pulled the untested, rickety lever. A hundred seconds ticked by, the mechanisms straining, and finally the bridge groaned shut. Could they dare think that the camp was safe? Sure, with that bow-ranger on hand, the elves could keep them pinned inside the pallisade for months, but with fresh food and water, they were safe!

But it could not be so... "AMBUSH!!," this time the scout's howl of alert was much closer. Inside the palisade. A dazzling flash of silver and one, two, three of the watchful badgers were torn apart in a merciless whirl of blades. The other beast guardians decended on the invader, but their ferocious teeth and claws finding no grip at all on the elf's mithril hide.

The elves were cornered -- only two bladedancers, cut off fatally from their kin by the mechanical Gate, and now badly outnumbered and surrounded. Their kriss weaving faster than any mortal eye could see, they cut a bloody swath from the gate to the first building at hand -- the Kobold Druid's sacred sweat lodge. Smakemupagus grabbed her gear, let loose a primal yell, and charged, flanked by 9 novice spear-pups. They were followed by a pack 30 raw recruits, just a few armed with bolas. If they kobolds of Scronabanaba wanted to save their slumbering druid Asmoth, they were in for a fight, tooth and claw.

[Spoiler](#) (click to show/hide)





Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **qorthos** on **December 29, 2014, 09:28:48 am**

Pencil\_Art: did you know that masons can build whole bedroom sets (door, bed, chest, cabinet) in the furniture maker with stone (eta:) blocks?

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Urist Mc Dwarf** on **December 29, 2014, 11:10:57 am**

Which version is this, 6.1 or 6.2

When I try to extract the save, it says it cannot open the file as an archive.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Meph** on **December 29, 2014, 11:13:50 am**

Quote from: Urist Mc Dwarf on December 29, 2014, 11:10:57 am  
Which version is this, 6.1 or 6.2

6.2

Quote from: Pencil\_Art on December 29, 2014, 12:34:45 am  
Whoops! My second update was actually summer. Can you please change it, Meph?

Done. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **smakemupagus** on **December 29, 2014, 05:03:26 pm**

## Kobold, Autumn/Winter 32

(year 2, part 4)

Malachite, 32

Nearly every able-bodied kobold of Scronabanaba rushed forward to their sacred sweat lodge, yipping and howling. One of the junior druids was already beyond help, torn to shreds while hibernating by the blades of the two elvish assassins, but the high-druid Asmoth yet lived. Smakemupagus and the other 9 fighters of her pack led the charge, confident in their bonerattle and leather armor and superior numbers. They decended on the elves in righteous fury, raining blows from all angles with their pointy sticks, but the fine elvish armor was more than proof against the kobolds' primitive weapons. The elves' knives flashed in the moonlight and two kobolds fell dead.

"Dodge and bob, pups! Help is coming!" Warleader Smakemupagus barked. She banged her crude spear against her buckler and settled in for the block-and-thrust defense that came naturally to kobolds of her birthsign, the Turtle. Block, Stab! A fine hit, but it glanced from the elven mail. She winced as two more of her pack were sliced, badly wounded, but they still lived. Perhaps the bit of training, or the scraps of bonerattle armor, had saved their lives. Block, Stab! This time at least the elf grunted in pain. The second squad of kobolds arrived, wielding bola throwers, and a volley of missles filled the air. The elf facing Smakemupagus was stricken and stumbled for just a moment, and it was all the opening the kobolds needed. A mass of a dozens conscripted kobolds swarmed on the elf, biting and clawing, keeping the assassin pinned down. Smakemupagus barked in triumph, little knowing that most of the bola throwers hadn't equipped their quivers yet, and no second volley would come to tear at the other elf. And, then the world went dark.

Galena, 32

Druids Asmoth and Shononi were now awake, and visited the new catacombs. "How many died to slay the elves?" Asmoth asked. The young kobold accompanying him blinked, not particularly adept at questions involving numbers. He held up two paws and waggled around all his fingers. "How many still in the hospital?" One paw, all the fingers. Asmoth sighed -- there was no cloth, and precious little



wood for splints and crutches. With the 10-strong elven siege still standing outside, it wasn't clear whether there would be any caravans this year. "How did Warleader Smakemupagus fall?"

This question the young warrior knew how to answer! "We knew you'd want to know. Sure, we carved the whole story here in the tomb, we did!" <Smakemupagus was appointed warleader of Scronabanaba. The kobolds are cheering>, read the crude leather statue. <Killed by an elf in Scronabanaba in 32>, read the slab. "The whole village was torn up for a week, we was." Kobolds are a resilient bunch, though, and the clan was already entirely back to work a few weeks later. Asmoth judged that there was no further danger of deadly tantrums.

The most puzzling thing was the official report of the chaos at the end battle. According to the warriors, in their most desperate moment, with the blood of a dozen kobolds dripping from the assassin's kriss, a great Spirit Bear had arisen. An avatar of vengeance, rewarding the brave kobolds for their defense of the sacred Spirit Lodge, overpowered the wounded, dangerous elf and mauled it into submission. Noone remembered actually seeing this happen, but it was recorded in the combat logs!

Asmoth could hear the distant screams of a migrant kobold band who had wandered into the ambush. They could hardly risk opening the West Gate. With a deadly elven bowdancer leading the assassins, he feared to even try to help by expose the clan's novice bola throwers on the wall. Ferocious snarls could be heard as the migrants' honeybadgerman guards charged, and the kobolds held out some hope that the elves would soon lose thier appetite for war.

Limestone, 32

The elves were gone, and the kobolds of Scronabanaba cautiously opened the West Gate, with the militia standing tentatively at guard. A few of the migrants survived in the countryside - a couple half-starved Air-signs hid in the forest, relying on their stealth, and an angry but well-fed Dartfrog was living off fresh fish down by the river. The migrant's Honeybadgerman guard even managed to die in a heap containing several elf parts and a mithril kriss.

The migrants were shortly followed by a very welcome caravan, bearing metal weapons and some guard ogres, and many bales of cloth which were urgently needed in the hospital. There was very little wood, though, Asmoth noted with some annoyance. He met with two different kobold tradekeepers, one who grumbled about having to wait through the Druid's seasons of hibernation. Asmoth told them both that Scronabanaba still needed cloth, seeds, and especially wood from home.

Sandstone, 32

The kobolds took on with great enthusiasm several of the projects that their gruff warleader had begun earlier in the year -- a little wharf for fishing, a scout tower on the hilltop to protect their rangers in the future, and a shallow cave off of the main valley to safely keep the jack-rat herd. Most of all, they worked hard at training with spear, dagger, and bola.

More migrants arrived, and the clan expanded to 59 adult kobolds and 11 young! The migrants were put to work as woodcutters, herb gatherers, and especially masons to finish the hilltop tower.

Timber, 32.

The survivors of the elven ambush urged the crafters to continue their work on more suits of leather armor and quivers. Shovels were issued to many kobolds, who greatly expanded the caves on the valley floor, any many of the craft industries were moved into these sheltered nooks.

Moonstone, 32.

Several succubus pup-snatchers, and a pack of nymphs attempted to slip through Westgate. The militia had a lot more confidence, after a season of training, and the bola throwers and war-training ogres collaborated to kill these invaders without much danger. The thieves' fine daggers were brought with pride to the simple armory, where they were greatly admired alongside the treasured elven kriss. All these deadly weapons were issued to some deserving recruits, who gladly put aside their crude bone spears.

Opal, 32.

More troublesome varmints including forest imps plague the countryside. The kobolds know that they will need to add some traps, or animals to provide early warning across the countryside, or to improve the great palisade with more fortified platforms for the bola throwers to stand guard. But, some of these problems would have to wait until next year. The clan worked hard on their ongoing projects, especially the new hilltop tower.

Obsidian, 32.

Finally, the new tower was complete! as was the new barracks cavern, complete with a training ground for the bola-throwers. The industrious Eel-signs and their fisher gremlin pets hauled fish by the hundred from the river, and the clan greatly expanded the scale of their fish-packing operation. The jack-rats were led down to their new cave, near the butchers' field and the leatherworkers' stocks. No longer fearful and living day-to-day, the crafters were allowed to pursue some projects for comfort, and they finished the beds, cabinets, and other furniture which had been ordered long ago by druid Asmoth for the living warrens. Finally, as a New Spring celebration, a new set of fine crafted wood tables and chairs were added to the living warrens, and a party was organized at the wooden table!

Thus ended in peace and prosperity the year 32; Year 2 of the kobold village at Scronabanaba.

Spoiler: "valley floor and expanded caves" (click to show/hide)





Westgate lever is marked with a (N)ote by the way, although you'll probably see it in a little cubby in the long straight corridor that opens into the valley.

Spoiler: "hilltop scouts' tower" (click to show/hide)



Save file - Kobold Year 3 Start  
<http://dffd.wimbli.com/file.php?id=10353>

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Immortal-D** on **December 29, 2014, 05:39:10 pm**

Is it wrong that I'm tempted to claim another year of Orcs just to get my stuff back? :P

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 29, 2014, 06:11:40 pm**

☼Dwarves☼ - Year 2, Winter.

Well, this.

Spoiler (click to show/hide)



Then the traders guards took care of it for me. Thanks for the free super soldier, guys!  
The Forest giant came through the door on the eastern side of the wall. I requested for the hole to be patched up with a wall.

Spoiler (click to show/hide)





Speaking of traders, here is the trade agreement:

[Spoiler](#) (click to show/hide)

| Trade Agreement with Unobnuglush |       |          |
|----------------------------------|-------|----------|
| Good                             | Price | Priority |
| headwear                         | 182%  | --101    |
| splints                          | 182%  | --101    |
| shields/bucklers                 | 189%  | --10     |
| windows                          | 153%  | -101-    |
| crutches                         | 203%  | --10     |
| handwear                         | 154%  | -101-    |
| plants                           | 213%  | --10     |
| legwear                          | 158%  | -101-    |
| dices                            | 202%  | --10     |
| cheese                           | 132%  | 101--    |

Enter: view stockpile. 8293: Scroll. ESC: Done.

What is this massive pile of ore doing here?

[Spoiler](#) (click to show/hide)

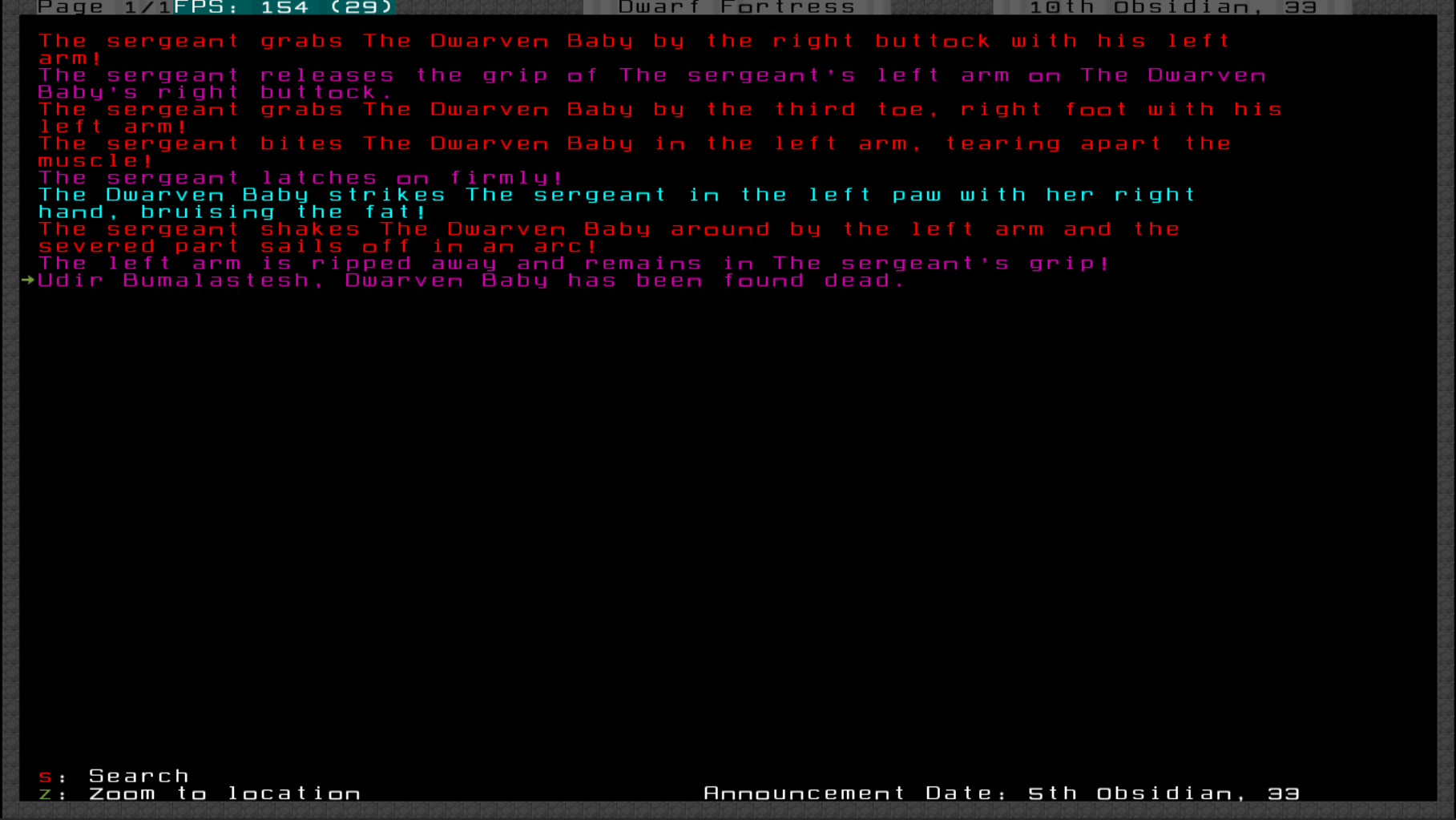


Nobody is putting these in the stockpile.

We have a were beast epidemic on our hands, guys. Dang.  
Well, actually, I am not sure. The werebeasts didn't get close to any civilians, except for the ones that spotted them in the first place, who are now dead. Checking through the records of battle straight afterwards, I do not seem to find any werebeasts teeth piercing any skins. Luckily, this time, all those, if any, who were infected were killed as well.

Plus, a lot of tantruming has made fellow dwarves kill each other. Whoops

[Spoiler \(click to show/hide\)](#)



Domas has gone mad. Luckily not one of our more useful dwarves, being a rusty fish cleaner. In total, we lost 6 dwarfs in the attack, bringing our population down to 49. Lost 3 Axedwarfs and one of the Farmers with hammers.

Hey! It looks like two werewolves escaped my notice! They have transformed and are now terrorizing the fortress

Well. Good luck dealing with the latest transformations, next person. I probably put off everybody who wanted to play the next turn.

**Level 100/Main work area.**

[Spoiler \(click to show/hide\)](#)





Level 95/Bedrooms.

Spoiler (click to show/hide)



BY NO MEANS WHATSOEVER DO YOU HAVE THE RIGHT TO OPEN THIS DOOR

Level 94/Crypts.

Spoiler (click to show/hide)





inaccessible. [MORE]

Mostly full

### Locations of Werewolves:

Spoiler (click to show/hide)



Right here in the bedroom. !!Do not open the door!!

Spoiler (click to show/hide)





Not so lucky with this one, but at least it is not the heart of the fortress.

Both werewolves were previous military members. Block up the entrance to the fortress! Keep the werewolves away! Last warning!

Download link: <http://dff.d.wimbli.com/file.php?id=10354>

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Meph** on **December 29, 2014, 06:13:07 pm**

Quote from: Immortal-D on December 29, 2014, 05:39:10 pm  
Is it wrong that I'm tempted to claim another year of Orcs just to get my stuff back? :P

No. :D I'd love to see Gamerlords reaction, after you change the management again. After all I constantly get criticised for my communistic playstyle, with all labors active on all units. :D

Updated the frontpage with links to all new posts.

Smake, I dont see the surviving sleeping druids on the last screenshot... did they die?

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **smakemupagus** on **December 29, 2014, 07:32:07 pm**

Quote from: Meph on December 29, 2014, 06:13:07 pm  
Smake, I dont see the surviving sleeping druids on the last screenshot... did they die?

Spoiler (click to show/hide)  
No, two of them survived. They're out of hibernation by the end of the year.

Quote from: Pencil\_Art  
Nobody is putting these in the stockpile.

That looks like a minecart "quantum" stockpile, working as intended.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 29, 2014, 08:53:29 pm**

DFFD File uploaded! The werewolves are officially out of my hands and into yours, Jakob! Have !!FUN!!

Sorry I couldn't do more about the werewolves. :(

And it seems i forgot to make the aboveground farm plots grow sun berries. I was preoccupied. Remember to do that, Jakob! Sunshine is the best drink in the game and also quite valuable.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Urist Mc Dwarf** on **December 30, 2014, 10:00:59 am**

I am having difficulty opening the save.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Meph** on **December 30, 2014, 10:11:04 am**

Quote from: Urist Mc Dwarf on December 30, 2014, 10:00:59 am  
I am having difficulty opening the save.

You extract the file you downloaded (for example with 7zip or Winrar), and move it into data/saves. Make sure you dont have a subfolder to many (saves/battle of 8 armies/battle of 8 armies/raw is too much, it should read save\Battle of the armies\raw) and thats it.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **qorthos** on **December 30, 2014, 11:02:01 am**

I'd like year 4 of dorfs plz

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Meph** on **December 30, 2014, 11:03:23 am**

Quote from: qorthos on December 30, 2014, 11:02:01 am

I'd like year 4 of dorfs plz

Done.

Just noticed that we have Year 2 completely done. :) I'll prepare the next big comparison.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**

Post by: **vjmdhzgr** on **December 30, 2014, 12:07:38 pm**

Quote from: Meph on December 30, 2014, 11:03:23 am

Quote from: qorthos on December 30, 2014, 11:02:01 am

I'd like year 4 of dorfs plz

Done.

Just noticed that we have Year 2 completely done. :) I'll prepare the next big comparison.

Year 2 isn't actually done yet. I Didn't complete the winter for the hermit and urist mcdwarf hasn't shown up to finish it yet.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**

Post by: **Meph** on **December 30, 2014, 12:10:04 pm**

He has shown up, but reported problems getting the save to run. I'm downloading it myself atm. But since you did year 2 (except the very end), I'll count that save for now. Mostly because the hermit is a bit different from the other races anyway. ;)

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**

Post by: **Jakob** on **December 30, 2014, 12:13:24 pm**

Quote from: Pencil Art on December 29, 2014, 08:53:29 pm

DFFD File uploaded! The werewolves are officially out of my hands and into yours, Jakob! Have !!FUN!!

Sorry I couldn't do more about the werewolves. :(

And it seems i forgot to make the aboveground farm plots grow sun berries. I was preoccupied. Remember to do that, Jakob! Sunshine is the best drink in the game and also quite valuable.

Oh good god why. I'm not that good at DF, much less Masterwork, this is going to be an adventure.

Armok help me.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**

Post by: **Urist Mc Dwarf** on **December 30, 2014, 12:13:31 pm**

When I try to extract it 7zip says it cannot open the save as an archive

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**

Post by: **Meph** on **December 30, 2014, 12:15:59 pm**

Quote from: Urist Mc Dwarf on December 30, 2014, 12:13:31 pm

When I try to extract it 7zip says it cannot open the save as an archive

I get the same thing. The archive is corrupted. I downloaded it twice, tried different programs to extract it... nothing.

vjmdhzgr, you have to re-upload it. Maybe use dffd instead?

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**

Post by: **vjmdhzgr** on **December 30, 2014, 12:38:49 pm**

Quote from: Meph on December 30, 2014, 12:15:59 pm

Quote from: Urist Mc Dwarf on December 30, 2014, 12:13:31 pm

When I try to extract it 7zip says it cannot open the save as an archive

I get the same thing. The archive is corrupted. I downloaded it twice, tried different programs to extract it... nothing.

vjmdhzgr, you have to re-upload it. Maybe use dffd instead?

I wanted to use dffd, but I tried signing up quite a while ago and I never got the confirmation email. A friend of mine even tried signing up at the same time and didn't get the email either. I tried to sign up again, but it said my email was already used. I also tried every password I would have most likely used. Also of course, there's the reason I didn't do the winter being that I'm away from my computer for Christmas and won't be back until late night this Friday. I might be able to have somebody upload the file for me. As it is for now though, I think my last post had most of the information you'd need for the comparison, and anything else can just be inferred based off of how the game mode works.

EDIT: I will definitely be able to attempt this upload through guiding someone over phone. It would be nice if another good upload location were given though because of aforementioned dffd problems.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**

Post by: **Meph** on **December 30, 2014, 01:14:44 pm**

Dropbox should work. No idea why the save is corrupted, but its not because of dropbox. Megaupload is another one you could use.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**

Post by: **qorthos** on **December 30, 2014, 02:07:00 pm**

Quote from: Pencil Art on December 29, 2014, 06:11:40 pm

What is this massive pile of ore doing here?

Spoiler (click to show/hide)





That's the end of the ore minecart route. The minecart dumps everything onto that tile. Since that tile is also a stockpile, the dwarves do not move them.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **smakemupagus** on **December 30, 2014, 04:16:07 pm**

Updated my write up into the placeholder  
<http://www.bay12forums.com/smf/index.php?topic=146594.msg5912767#msg5912767>

for Kobold year 2 autumn & winter.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **dukea42** on **December 30, 2014, 04:43:55 pm**

Ah! Great story, and I'm trying not to spoil it for the others waiting to read after that cliff hanger.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Pencil\_Art** on **December 30, 2014, 04:46:45 pm**

Jakob, Just wall up the entrance. One werewolf outside and another locked up. Outside will be distracted, just wall it off or something. When they transform back, just burrow them into somewhere secluded. The one in the bedroom can't unless you unforbid the door.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **smakemupagus** on **December 30, 2014, 04:56:38 pm**

[Quote from: dukea42 on December 30, 2014, 04:43:55 pm](#)  
Ah! Great story, and I'm trying not to spoil it for the others waiting to read after that cliff hanger.

Thanks! it was a fun year to play, glad i was able to convey some of that in the story :D

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Meph** on **December 30, 2014, 05:06:40 pm**

[Quote from: smakemupagus on December 30, 2014, 04:56:38 pm](#)  
[Quote from: dukea42 on December 30, 2014, 04:43:55 pm](#)  
Ah! Great story, and I'm trying not to spoil it for the others waiting to read after that cliff hanger.

Thanks! it was a fun year to play, glad i was able to convey some of that in the story :D

Finally had time to read all of it.

So you swarmed the elves, and were saved at the last second by the druid that happened to finish? Druids turn into spirit bears...

Other than that I have to add that cutting wooden logs into planks would probably help with construction, and that the woodcrafter can make wooden mechanisms. No need for stone. Bone shovels should also be possible to make.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Jakob** on **December 30, 2014, 05:10:41 pm**

[Quote from: dukea42 on December 30, 2014, 04:43:55 pm](#)  
Ah! Great story, and I'm trying not to spoil it for the others waiting to read after that cliff hanger.

The only rational solution is a mass draft and then a charge after opening the door.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **smakemupagus** on **December 30, 2014, 05:18:39 pm**

[Quote from: Meph on December 30, 2014, 05:06:40 pm](#)  
So you swarmed the elves, and were saved at the last second by the druid that happened to finish? Druids turn into spirit bears...

Probably -- I got the pop up message not until a couple weeks later that Asmoth and the other guy finished their transformations though,

so I don't know exactly what happened. Whether the Druid can be woken up early by nearby combat, or if it's possible to have a Spirit Bear who's not a druid, or what. Definitely Spirit Bear got the decisive hits and kill on the 2nd elf, though.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Meph** on **December 30, 2014, 05:19:25 pm**

Quote from: Jakob on December 30, 2014, 05:10:41 pm  
Quote from: dukea42 on December 30, 2014, 04:43:55 pm  
Ah! Great story, and I'm trying not to spoil it for the others waiting to read after that cliff hanger.  
The only rational solution is a mass draft and then a charge after opening the door.  
Against the werewolves? That would be suicide, especially with mass of untrained militia members.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Arcvasti** on **December 30, 2014, 05:23:54 pm**

Judging by the screenshots, the Kobolds are doing well. Its a far different design then the more claustrophobic warrens I usually prefer.  
  
Zach, do you think you'll be able to do Year 3? If not, I could totally take that turn now.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Meph** on **December 30, 2014, 05:34:59 pm**

Quote from: Arcvasti on December 30, 2014, 05:23:54 pm  
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I think he said that he'd prefer you take it.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Arcvasti** on **December 30, 2014, 05:36:45 pm**

Quote from: Meph on December 30, 2014, 05:34:59 pm  
Quote from: Arcvasti on December 30, 2014, 05:23:54 pm  
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I think he said that he'd prefer you take it.

OK then, switch me into Year 3 Kobolds. This is 6.2, right? Going to have to download the new version then and maybe check out the patch notes to make sure my old ~~exploits~~ strategies still work.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Meph** on **December 30, 2014, 05:42:44 pm**

Quote from: Arcvasti on December 30, 2014, 05:36:45 pm  
Quote from: Meph on December 30, 2014, 05:34:59 pm  
Quote from: Arcvasti on December 30, 2014, 05:23:54 pm  
Judging by the screenshots, the Kobolds are doing well. Its a far different design then the more claustrophobic warrens I usually prefer.  
  
Zach, do you think you'll be able to do Year 3? If not, I could totally take that turn now.  
I think he said that he'd prefer you take it.  
  
OK then, switch me into Year 3 Kobolds. This is 6.2, right? Going to have to download the new version then and maybe check out the patch notes to make sure my old ~~exploits~~ strategies still work.

Only orcs, succubi and warlocks changed, the rest is same same.

I switched you out, so its your turn now. :P

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Jakob** on **December 30, 2014, 06:36:34 pm**

Quote from: Meph on December 30, 2014, 05:19:25 pm  
Quote from: Jakob on December 30, 2014, 05:10:41 pm  
Quote from: dukea42 on December 30, 2014, 04:43:55 pm  
Ah! Great story, and I'm trying not to spoil it for the others waiting to read after that cliff hanger.  
The only rational solution is a mass draft and then a charge after opening the door.  
Against the werewolves? That would be suicide, especially with mass of untrained militia members.

Nonsense, they'll drown in the blood.

Jokes aside, turn coming tomorrow.

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **zach123b** on **December 30, 2014, 06:37:53 pm**

i started looking at the kobold save last night haha  
hope u make it interesting arc, it looks like there is to be some sieges fought. no trap corridors but the 10-20 army looked decent, might wanna put some off to the side in pairs to train faster  
  
and i picked kobolds because no one had picked them for year three  
id prefer gnomes, i havent played them much and would like to give it a try :3  
.. if you would be so kind meph

Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Meph** on **December 30, 2014, 06:50:57 pm**

Sure thing. Gnomes it is. They are smarty-pants kobolds anyway :P You can start whenever you like, the save is already up.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **zach123b** on **December 30, 2014, 06:53:15 pm**

sweet, thank ya meph  
  
now to see if i can make a cooler machine..



Title: **Re: ☼Battle of the 8 Armies☼ - Succubus Player wanted for Year3 :)**  
Post by: **Arcvasti** on **December 30, 2014, 10:13:54 pm**

☼**Kobolds**☼ **Year 3:**

**First month of Spring**

1st Granite: I am Arcvasti, born under the sign of the Salamander. I am Metalsmith here, a title which carries far more respect among kobolds then amongst even the dwarves. And, as of today, I am also its leader. Smakemupagus died leading the offensive against the Elves and Asmoth, while they remain Arch-Druid, has declined to assume their old responsibilities. So it has fallen to me. I make my way to the top of the Watchtower to make my speech. Several of the younger kobolds need to be told what exactly a "speech" is.  
[/color]  
☼☼Some of you may not recognize me. I am Arcvasti, Metalsmith. And I am now Head Kobold.☼☼

Dropping the title of "Metalsmith" had the intended effect. The gentle ubiquitous koboldian murmuring became silence. Those who could SHAPE Metal were rare and considered important.

☼☼This Valley, this Promised Land is a paradise. But even paradise has threats from without. The deaths of those who stood against the Elves should be seen as a reminder, a bucket of icewater to the face of one who is asleep. We are not safe here.☼☼

Pause, to let it sink in.

☼☼But that does not mean we cannot BECOME safe. It is said that each craftsman leads differently. Asmoth tended this place like a garden. But I am no Druid. I am a Metalsmith and I will lead this place as I work the Metal: With fire and hammer. The Elven Massacre was the fire. And I will be the hammer.☼☼

A couple kobolds seem somewhat alarmed by being hammered, until older kobolds get around to explaining the metaphor.

☼☼This Valley is a paradise. But it will be an ORDERED paradise. Starting tomorrow, I will begin re-ordering job assignments and instituting a full time militia. Thank you for your time.☼☼

2nd Granite: Today was exhausting. The fort seems to consist of three groups: Fisherbolds, Bone Carvers and Leatherworkers. Kobolds were also doing just about every little odd job that specialists were ALSO doing when they were idle. I stopped that. We have several skilled Leatherworkers, we don't need 4-5 more unskilled kobolds doing the same job. I reassigned some of the less skilled members of each group to cover other areas. I also completely dissolved the non-druidic military, since none of them had very much skill with their weapons and also had useful civilian jobs. In its place I've put eight completely specialized kobolds who will train full-time. I also order a smelter constructed[I can't very well smith without fuel or metal] and designate the highly valuable Mithril residue the Elves left for melting. The new militia will not suffer the same equipment problems as their predecessors. The new militia has been split into two groups of four, one group of spearbolds, one group of machetebolds, named the Blossoming Spears and Withering Blade respectively. Oh, and, with our criminally low food supplies, we NEED to butcher every non-essential male creature or starve. Plus I had our newly appointed Engraver Now I need some SLEEP.

3rd Granite: After a well-deserved rest, I awake to see everyone hauling things about every which way. Someone thoughtful had laid out the platinum bar the smelter was to be constructed with, so I get on that right away. After noticing some meals rotting in the kitchen since no one had hauled them away, I designated the jack rat pasture as a food stockpile.

7th Granite: I order a Thieves Tunnel built at the apex of the cave, as we have several legendary Thieves, but nothing to steal. I also have a Firepit made, for easy access to ash from burning vermin. Everyone is taking forever hauling stuff to the new stockpile I designated, but work is getting done, sort of.

11th Granite: I have several leather blocks made, so we can further fortify the entrance, which at the moment consists of a single drawbridge, left open most of the time.

17th Granite: I've walled off the Depot and the approach from Westgate to the Depot. Only access to the Valley proper is past a door behind a cage trap. It isn't perfect, but its a lot better then what used to be there.

23rd Granite: I have a Wood Processor built next to the wood stalk farm plot.

27th Granite: I have our legendary thieves begin raiding the Gnomes for their unique technology. With a source of endless mechanical power at our doorstep, we could put their designs to good use. Plus their mechanisms and traps could be useful for defending the fort. Our trained animals and bone-equipped militia might be able to handle wild animals and snatchers, but until my assistant finish's melting the Mithril into manageable bars so I can make weapons out of them, we're sort of helpless military-wise. There's also the fact that the militia isn't very well trained at the moment. They'll need some time to learn the necessary skills to be useful on the battlefield. Wait... There is ONE machine even kobolds can build. Do we have the wood? Probably. If we do this right, we could break a siege without so much as lifting a finger. I'll have to look into this.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **WodanYmirthe2nd** on **December 30, 2014, 10:23:41 pm**

Can I join in as well? I'd like to go for humans at Year 4.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Pencil\_Art** on **December 30, 2014, 10:27:53 pm**

Dwarves year 3 Save is here: <http://dffd.wimbli.com/file.php?id=10354>

Also on Winter update.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Meph** on **December 31, 2014, 04:33:17 am**

Arcvasti! Beige. Not grey. Grey are the dwarves. Kobolds != Dwarves. Kobolds = Beige. :P

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **qorthos** on **December 31, 2014, 09:24:37 am**

Do kobolds know the difference?

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **vjmdhzgr** on **December 31, 2014, 03:31:08 pm**

I've reuploaded and recompressed the file, so hopefully it will work this time. I'll update the link in the original post right after posting this.  
The link: <https://www.dropbox.com/s/oub9g6wm87oirsr/Battle%20of%208%20Armies%20-%20Hermit.zip?dl=0253913862>

The link was hand typed then sent to me after which I hand typed it here, so if the link doesn't work tell me, and if the save is corrupted then I don't really know what to do.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **smakemupagus** on **December 31, 2014, 04:09:45 pm**

Quote from: [vimdhzgr](#) on December 31, 2014, 03:31:08 pm  
The link was hand typed then sent to me after which I hand typed it here, so if the link doesn't work tell me

404 error

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **vimdhzgr** on **December 31, 2014, 04:20:38 pm**

Quote from: [smakemupagus](#) on December 31, 2014, 04:09:45 pm  
Quote from: [vimdhzgr](#) on December 31, 2014, 03:31:08 pm  
The link was hand typed then sent to me after which I hand typed it here, so if the link doesn't work tell me  
404 error

grumblegrumblegrumble. Alright, ill try typing it out again. I really hope it was me that made the mistake.  
Link: <https://www.dropbox.com/s/oub9g6wm87oirsr/Battle%20of%20the%20Armies%20%20Hermit.zip?dl=02539614862>  
I noticed a potential typo the sender might have made this time and fixed it, hopefully that was the problem.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Arcvasti** on **December 31, 2014, 05:15:17 pm**

Quote from: [Meph](#) on December 31, 2014, 04:33:17 am  
Arcvasti! Beige. Not grey. Grey are the dwarves. Kobolds != Dwarves. Kobolds = Beige. :P

Having the metalsmith have a metal-grey text colour seemed to make sense to me. Plus grey is just a fun colour in general~!  
  
Anyways:

☼**Kobolds**☼ **Year 3**

**Second and Third months of Spring**

4th Slate: One of the foolish youths who was wandering outside the Valley is missing, presumed kidnapped.

11th Slate: My assistant finally got around to melting down some mithril, so I've started making machetes for the Withering Blades with them.

15th Slate: The Gnomes, angered by our theft of their trap components, have sent a contingent of Swordgnomes to slay us. They're almost pathetic, really. They don't even have body armour, just hats and clothes. They could probably still kill our untrained militia and maim our trained animals, so I'm ordering the Westgate closed and everyone to get inside the Valley NOW.

25th Slate: Several kobolds reached maturity today. Four, to be precise. As they all have decent combat Birthsigns, I give them all Metal scourges and flails we had lying around. I have the Bone Carvers start on making bonerattle gear for them.

2nd Felsite: The Withering Blades all have Mithril weapons now. The Mechanic is making a weapon trap out of the parts we filched from the gnomes.

24th Felsite: Its ready. Finally.

[Spoiler](#) (click to show/hide)



With this, we need never fear sieges again. One lever pull for kobolds. One fuckton of water for our enemies. After a dry[Well, as dry as a drowning trap can be.] run, the next target will be the Gnomes camped outside. We just need to lure them into the Drowning Chamber and pull the lever. Gnomes killed by a machine. Irony at its finest. With this, a Mithril armed militia and the traps we made from stolen Gnomish parts, there won't be a repeat of the Elvish Massacre.

25th Felsite: The Gnomes don't seem to be falling for it. I opened both Westgates, and left the interior door unlocked, but they're not moving towards it.

26th Felsite: Nevermind. The Gnomes ARE falling for it. They're running as fast as their stubby legs can carry them, spooking kobolds who glimpse them over the walls.

27th Felsite: The Gnomes take the bait. They charge into the Drowning Chamber. But we can't get the bridge seperating the Drowning Chamber from the Depot down quickly enough and all our war animals charge out at the invaders. The Drowning Chamber isn't going to be used this battle.





Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Jakob** on **January 01, 2015, 03:02:17 pm**

So. Just wondering. If hypothetically the fortress falls, what should I do? Just post as usual and end early?

I hypothetically don't think the situation is recoverable.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **vjmdhzgr** on **January 01, 2015, 03:08:37 pm**

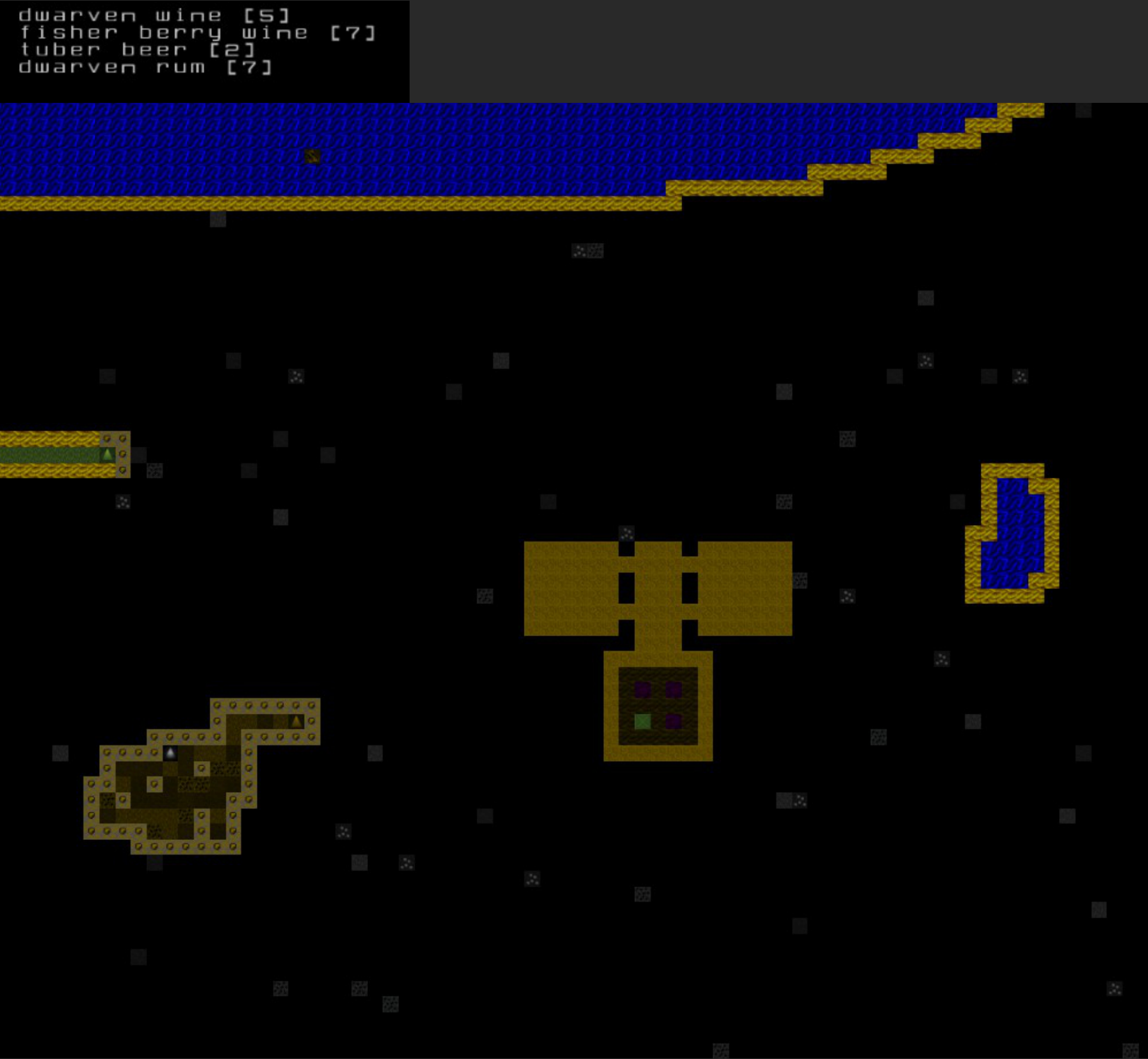
Quote from: Jakob on January 01, 2015, 03:02:17 pm  
So. Just wondering. If hypothetically the fortress falls, what should I do? Just post as usual and end early?  
I hypothetically don't think the situation is recoverable.

Earlier I asked about this and Meph suggested reclaiming and writing some story stuff. Notably it was actually recoverable for me. Elves were chasing my hermit and he somehow managed to escape okay, so, it might hypothetically be that bad.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Jakob** on **January 01, 2015, 04:30:54 pm**

### ☼Dwarves☼ - Year 4, Spring

Spring starts amazing, with almost every Dwarf miserable and complaining of foul water. Realizing this means we're out of booze, I wisely save us from the threat of shitty water and order the expansion of our glorious Dwarven plump helmet farms. Sadly we're running low on room and I don't wish to start on the huge hallway that the last overseer ordered prepared, so I have us make them between the main floor and the beds.



I also finally track down the lever and order a Dwarf to kick it before we're murdered by th monster rampaging outside. As I realize the mechanics are not doing it, I tell everybody that they're all honorary mechanics now, and that they can all play with levers.  
  
Nobody goes for it though, and I watch in horror as the werewolf takes step after dreaded step in to the glorious confines of our fortress. I'm bracing for a massacre when...

Stinthad Nikōtigbit Likotdum Lorbam, sergeant has transformed into a alchemists guild dwarf!

He promptly transforms back into a Dwarf.

I quickly have him dragged off to his quarters to await his cure via starvation and then settle into the day to day monotony of trying to make this glorious example of the Dwarven spirit not crumble in on itself with the flick of the hand. In the meantime, several citizens go berserk and we lose several more in the ensuing battle. I also realize the water is so bad because some poor sod's head is sticking in it, and I have our watersource moved outside, as we can't use this one any longer.

Several of the more useless Dwarves are also drafted into the Corps of Miners and ordered to get at the farms, as our only miner is currently screaming about how much he hates his life in the halls.



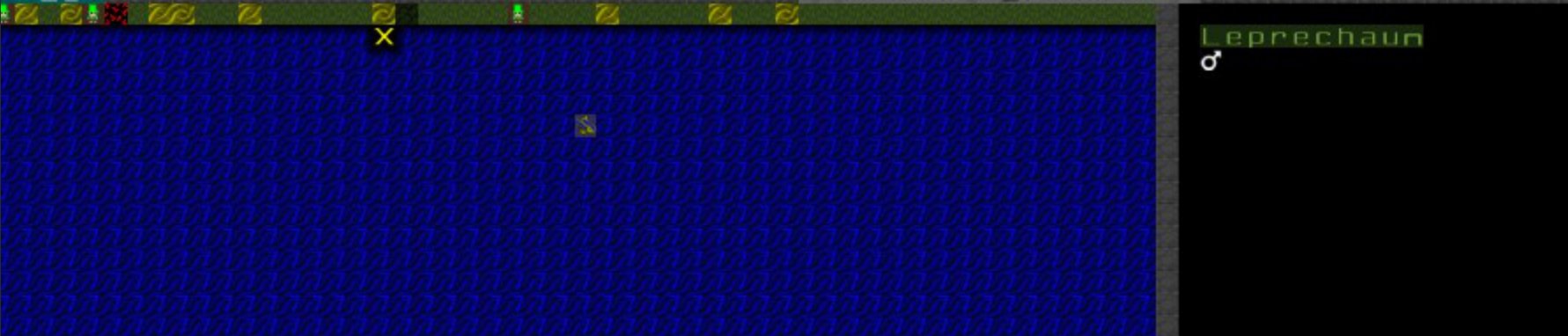
As the fortress continues collapsing, I order the masons to begin creating statues en masse to hopefully appease the masses. As I walk through the halls, looking for good spots for statues, I pass an ominous door marked 'DO NOT ENTER' from which I hear nothing but screaming and roaring.

The sergeant begins to transform!  
The sergeant stands up.  
The Stoneworker attacks The sergeant but He jumps away!  
The sergeant charges at The Stoneworker!  
The Stoneworker looks surprised by the ferocity of The sergeant's  
onslaught!  
The sergeant scratches The Stoneworker in the torso and the severed part  
sails off in an arc!  
The sergeant collides with The Stoneworker!  
The Stoneworker is knocked over!  
Sulus Anbomrek, Stoneworker has been struck down.

I could swear that was the werewolf den, and then I realize that his wife refused to not join him in his room. I quickly check the lock and then speed walk way.

We are down to 36 Dwarves, I'm at my wits end trying to keep the rest from dying, but as they battle in the halls they're making it fairly hard. Only three or so residents have told me their mood is positive. I'm not sure how accurate my survey was, cause the rest are screaming and beating each other, so I didn't have a chance to ask. Among the pile of corpses is our militia commander, and I really don't have anyone to replace him.

Some Leprechauns dance around on the other side of the river, suspiciously, but I ignore them.



As I'm observing the dancing wannabe-Dwarves, a Dwarf also runs up to me, complaining about the water again, which makes no sense as I ordered the drinks to be from the river. I go to check what's wrong when I realize we can't leave the damn fort! The bridge is gone!



Seriously what the HFS.

Regardless, things continue going well.



the Hivekeeper Tazk Zammuthsizzir is fighting!  
the Hunter Lor Tizotnesteth is fighting!  
the Suturer Shedim Ceshfolkatdir is fighting!  
the Stoneworker Kiror Atisgikut is fighting!  
the Woodcrafter Nobgost Kisatlibash is fighting!  
the Farmworker Kol Litastenkos is fighting!  
the C-Cloth Almost Umarimush is fighting!  
the M-Weapons Rerras Duztholtig is fighting!  
the A-Engineer Kulet Alronkod is fighting!  
the S-Miner Lor Monomodgub is fighting!  
the Cook Bomrek Legankogsak is fighting!  
the Oven operator Mebzuth Gintartongus is fighting!  
the Engineer Erush Ekurongos is fighting!  
the Miller Nobgost Akrelkor is fighting!  
the Beast Dissector Deduk Zeqthulom is fighting!  
the Bone Doctor Od Shomadadil is fighting!  
the Mountain Tuskox Bull Atisvolal is fighting!  
the S-Mason Kilrud Sodzulbanik is fighting!  
the Gem Cutter Bim Gudoszas is fighting!  
the F-Farmer Lolok Rovodsaneb is fighting!  
the M-Armor 'Qorthos' Mesushat is fighting!  
the Leatherwing Bat is fighting!  
the Dwarven child Thabum Abandolush is fighting!  
the Butcher Ashmon Misosed is fighting!  
the Metalsmith Zotir Vildangorab is fighting!  
the Scribe Dugan Kobdushig is fighting!  
the A-Animal Caretaker Fel Botdotir is fighting!  
the Fish Cleaner Domas Sarveshmeng is fighting!  
the J-Glassmaker Nesteth Umrilcisid is fighting!  
the Herbalist Dumat Bomrekogik is fighting!  
the Butcher Lolok Medtobkosak is fighting!  
the Peasant 'Umom' Ningatir is fighting!  
the W-Carpenter Medtob Elikmothram is fighting!  
the W-Bowyer Zaneq Shadmalvath is fighting!  
Dwarven baby Tobul Onolsarek is fighting!  
the Plump Helmet Man Ilral Ananthikthog is fighting!  
the sergeant Stinthad Nikotiqbit Likotdum Lorbam is fighting!  
the Stoneworker Sulus Anbomrek is fighting!  
the Dwarven child Sosh Zikelshedim is fighting!  
the M-Smelter Kolad Nethgonshomad is fighting!  
the Fishery Worker 'Sibreka II' Dumlikot is fighting!  
the Bone Carver Erith Stodirberath is fighting!  
the W-Cutter Goden Unilob is fighting!  
the Coral Snake is fighting!  
the Werewolf Shulmik Niladesh is fighting!  
the Werewolf Engineer Ilur Doreningish is fighting!  
the Bomber Toeth Chlokbosh is fighting!

We now have 21 able bodied Dwarves, Qorthos is the only surviving member of the original expedition.

Some migrants do arrive, a whole lot, but I'm not sure if all 24(!) of them are enough to recover the fortress. I quickly assign them jobs and hope we can find a way to do so however, hopefully they can make us some nice statues. Drastic times call for drastic measures, and I basically ignore all of the migrants skills in favor of giving them jobs we need. We need to work harder, not smarter.

Qorthos, who had a broken neck and was left in the halls, soon dehydrates and dies. The original party is gone, and only 8 Dwarves are not members of the most recent migrant wave. At some point, as I'm dealing with six or so snatchers, a pack of Elves arrives at our door for me to pointedly ignore.

And before I know it, Spring is over.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Pencil\_Art** on **January 01, 2015, 04:36:14 pm**

Sorry about that!!!

Going to need a new bridge soon enough. I also recommend you build doors in the entrance so that you can lock the entrance up at will.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Arcvasti** on **January 01, 2015, 04:44:06 pm**

☼Kobolds☼ Year 3:

First Month of Summer

1st Hematite: Cleanup after the battle is proceeding. Everything can be scavenged, Metal weapons for trap parts or bars and even the corpses of the fallen for bones and leather. Nothing will go to waste.

5th Hematite: We fired up the Drowning Trap to wash away the blood from the Westgate Airlock. Unfortunately, it overflowed and got some nearby stockpiles wet. We're going to have to work on that.

11th Hematite: I finally finish making mithril weapons for the Blosseming Spears at around the same time that the Bone Carvers finish making bonerattle for the Lascivious Lashes, the whip squad I formed out of adolescent kobolds. I also have our Thieves get to stealing some gems from the Goblins.

18th Hematite: The Drowning Chamber will be safe to use in about a week. After reading some pilfered Gnomish treatises on water pumping, I thought it was probably best to put a ceiling over both the Chamber, as well as controlling the flow from the floodgate more tightly. The Thieves have been busy, stealing many coins and gems and valuable Metals. They even took a plan for some sort of "Arena". It sounds too dangerous to mess with right now, so I shelve it for potential later use. I decide to have a Casino set up, so we can do SOMETHING with our new windfall. Upon reviewing the stockpile records, we also have a Gnomish blueprint for something called a "Thunder Coil". It would require some mechanisms and some glass tubes to make, not particularly difficult given the amount of bone and sand lying around. I'm not sure what we should do with a "Thunder Coil" if we DID build one, so I resolve to forget about it until later.

19th Hematite: Several more kobolds grew up today. I just have them haul stuff until I can find some job that needs filling.

22nd Hematite: We finally have enough gems to elevate the entire Blossoming Spears squad into Witcherhood. Their entanglement and sickness hexes will undoubtedly prove useful in battle.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Arcvasti** on **January 02, 2015, 01:36:21 am**

☼Kobolds☼ Year 3

Second Month of Summer:

25th Hematite: The cage traps pay off and catch a goblin snatcher before he can abduct any children. We have yet to devise a suitable punishment for captured enemies. Perhaps the goblin "Arena" can be turned against those it was taken from.



26th Hematite: Another snatcher accosts a worker on an outside errand, knocks him over with their bag and absconds.

28th Hematite: The Casino is built and I have the Hoardcounter begin by cashing in all our coins for chips.

1st Malachite: I order a Glass Furnace constructed of mostly-useless silver and designate a random useless kobold who somehow evaded my earlier labour restructuring as Glassmaker. That "Thunder Coil" sounds effective, and we'll need glass pipes to make it hapen.

3rd Malachite: Another goblin snatcher gets caught in a cage. And right after we got the cage trap reset too. Sigh.

5th Malachite: It appears the Casino staff only accept gold and silver BARS. Oh well, those are useless too. I guess we'll use the coins to trade with the homeland, if they ever send caravans to us.

6th Malachite: Yet another goblin snatcher gets caught in a cage. And right after we got the cage trap reset too. AGAIN. Sigh

7th Malachite: I vastly overestimated the amount of gems required to become a Witcher. We have enough to transform the entire military.

15th Malachite: We actually seem to be doing fairly well at the Casino. We could easily raise enough chips to get some pretty valuable stuff. The Arena for executions is coming along fairly nicely too. Not sure where you'd PUT a Thunder Coil, I'll have to examine the blueprints and the other Gnomish texts we took to figure out its damage, range and vulnerabilities. My current thought is to have the Thunder Coil next to the main gate protected by fortifications and depowered most of the time. We could probably hook it up to the same waterwheel as the Drowning Chamber, to save power. Although we'd need to add a second one to provide enough power. I suppose we could start on the second waterwheel right now.

18th Malachite: All the Blossoming Spears are now Witche[r]s. We're just waiting on my assistant to cook up some more ash for the transformation of the other squads.

20th Malachite: The second waterwheel is installed. But we don't have enough wood to connect something by the gate to the river using axles and gear assemblies would dilute the power too much. I've got the woodchoppers processing wood stalk, but that'll take a while and we don't have that much of it on hand.

22nd Malachite: Judging by the blood splattered there, a snatcher of some kind must have been eviscerated by our weapon trap. Apparently their remains were cleaned up before I noticed. Yay efficiency.

23rd Malachite: That imbecile of a Hoardmaster gambled away all our chips. Sigh.

28th Malachite: Work on the Thunder Coil goes slowly. We now estimate that we have enough wood, but we're going to need to build a third waterwheel. Some of the Gnomish texts mention that the Thunder Coil can start fires if left on long enough, so I'm covering as many nearby things as possible in fireproof materials. Its going to be powered by stone mechanisms and its going to be left unpowered as much as possible. I still don't know if these are adequete safety procedures. Hopefully they'll suffice.

1st Galena: Some immigrants have arrived. I relegate all of them to haulers until we have need of more specialized workers or conscripts or something.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 1 almost done. :)**  
Post by: **Boltgun** on **January 02, 2015, 12:10:07 pm**

Quote from: zach123b on December 25, 2014, 11:50:43 am

that was fun, sorry it took a little longer than i thought. i planned a fair bit more on what i would do for the year reign than my usual winging it the save on dropbox in .zip form: Succubus Year 2 (https://dl.dropboxusercontent.com/u/86472292/mwdf%20community%20fort%2012-25-14/Battle%20of%208%20Armies%20-%20Succubus%20Year%202.zip)  
Spoiler (click to show/hide)  
just yell at me if it doesn't work

i'd enjoy another turn, kobolds>warlocks for year 3

I loaded the save and I was in winter year 2, I think you uploaded an autosave instead.

That might explain why the shower does not work and why the humans were in the middle of attacking.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Meph** on **January 02, 2015, 04:38:10 pm**

Play the dwarves out to their doom.... then reclaim. Shouldnt cause any issues, but please make the entire map a lair by using dfhack first, otherwise you workshops&items wont be were you left them.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Arcvasti** on **January 02, 2015, 07:35:29 pm**

☼Kobolds☼ Year 3

Third Month of Summer and First Month of Autumn:

3rd Galena: The new immigrants bring our population to 130 kobolds.

7th Gelena: The Withering Blades begin their transformations into Witche[r]s.

8th Galena: I've been forced to make another prepared food stockpile to keep up with the prodigious amounts of fine meals our cooks are making.

15th Galena: I pressed a few kobolds into tailoring and had them start making clothes out of the vast stockpile of cloth we have lying around.

18th Galena: A caravan from the Homeland FINALLY arrived. Thank Griblin. I have everyone start hauling trade goods to the Depot.

19th Galena: A bunch of Elves appeared out of nowhere. I have the door leading from the Depot to the fort proper locked. Maybe the caravan will make it inside on its own. I'm sure as hell not about to start another Elvish Massacre by sending my undertrained troops to attack. Maybe we can use the Drowning Chamber? The Thunder Coil is still under construction, so IT won't help.

20th Galena: Oh fuck. Elvish BOWDANCERS. I order everyone inside. Not just in the Valley. INSIDE. From the position they're at now, we're sitting ducks. Production's going to grind to a halt. Maybe I can have the Digger make some tunnels so that we can sort of move around?

The caravan guards are fighting the Elves. Maybe the wagons can still get into the safe Depot. If the Depot is even safe. It doesn't have a roof, so Bowdancers in the right location could shoot arrows into it.

21st Galena: The merchants seem to be retreating while their guards cover their backs. The caravan guards are actually sort of holding their own by rushing the primarily ranged Bowdancers.

On second thought, I'm allowing everyone out of the safety of the save and the underground burrows. If the Elves start shooting at us, I'll call everyone back in. Until then, business as usual. Their leader managed to get his mount caged out from under him, but the locked door stymied him. Hopefully the rest of the Elves will follow him into the Depot and we can drown all of them.

22nd Galena: The Elven leader came into the fort and shot someone in the foot before getting torn apart by the Spirit Bear standing guard. Hopefully this will demoralize the rest of them.

24th Galena: I decide to use the Drowning Chamber on some War Raptors who wandered into it. I forgot that the Thunder Coil was connected to the Drowning Chamber. Water everywhere. Dammit. I vent the water, hit both off switches and send the Blossoming Spears into the Depot to deal with the Raptors.

A second ambush, composed of Bladedancers, pops up. Maybe they'll finish the stalemate between the Bowdancers and the remaining caravan guards.

25th Galena: The Raptors die fairly quickly and without incident.

26th Galena: I have some kobolds start on replacing the fortifications between the Thunder Coil and the Drowning Chamber with proper walls, but that'll take a while. The Drowning Chamber is our only real hope for defeating the Elves.

As if to punctuate my point, another ten Bladedancers appear. This is getting silly.

27th Galena: The Elves keep spooking anyone who gets near the well. They're trying to starve us out. I have the Digger start digging a well inside. This will protect against freezing too, so bonus.

4th Limestone: The Elves are still cutting us off from the well, so thirst is a problem. The second well is coming along slowly, but it'll be done before any deaths occur. By going around through the Thunder Coil's power tunnel, we've been able to repair the holes I absentmindedly put in the Drowning Chamber. I'm not sure the Thunder Coil is blocked by walls anyways. The last of the Withering Blades finally became a Witch, so yay? There are a few kobolds missing. They're probably outside with the Elves. If so, they're screwed..

Spoiler: The Situation (click to show/hide)



The Drowning Chamber and Thunder Coil will be operational pretty soon. Hopefully one or both of them will be able to solve our Elf problem.

6th Limestone: The Drowning Chamber is ready, but the last mechanism required to complete the Thunder Coil is in the Zone of Terror. We'll have to do without. I order everyone inside or underground and open all the outside doors and bridges. We'll have to hope they take the bait. And that the Drowning Chamber actually WORKS, for once.

7th Limestone: To my surprise and relief, a few kobolds stuck outside managed to get to safety inside the Valley. We managed to isolate a single Elf inside the Drowning Chamber. Lets test if this thing works.

I start it off slowly, with the pump turned off, so as to minimize the mess afterwards. The Drowning Chamber slowly fills with water. The Elf inside is probably shitting himself right now as he realizes what he walked into.

Yeah, this is taking too long. I order the pump turned back on. With the pump on, the chamber fills in seconds. I order the pump shut back down and the floodgate closed. No leaks so far.

8th Limestone: The Elf drowns first. The Unicorn follows swiftly afterwards. It works. I open the Outer Westgate and let the Chamber drain out. I order both gates lowered. Hopefully we can catch more Elves this cycle.

12th Limestone: Its tricky getting the Elves into the Drowning Chamber. It requires precise timing. Somehow, one of the Elves was flung by a bridge into the aqueduct that supplies the Drowning Chamber. He'll drown and his possessions will be picked up by the grate, but its still weird.

The second cycle captures five Elves and their mounts. They all drown uneventfully

13th Limestone: I let the Chamber empty itself. Maybe the Elves will leave, demoralized by their losses. Hopefully not. I want them to suffer. And I want their mithril.

I let everyone out of the caves and burrows to go get a drink since the Elves are all either dead, trapped in the Depot or just outside the Outer Westgate.

14th Limestone: All the surviving Elves not trapped in the Depot retreat. I order the bridge between the Drowning Chamber and the Depot lowered. The Elves in there can go free. Let them tell their countryman that the Kobolds will not die as easily as last time.

15th Limestone: Post battle clean-up is now beginning. There's still one Elvish deer who won't leave, so I send the Lascivious Lashes to go kill it.

16th Limestone: The deer wanders off on its own. The siege is officially lifted.



Spoiler: Casualty Analysis (click to show/hide)

|                                       |          |            |
|---------------------------------------|----------|------------|
| Giant Jack Rat                        | Deceased | Merchants. |
| Giant Jack Rat                        | Deceased |            |
| Wagon                                 | Deceased |            |
| Shabald Inlantaebinto, Viper-sqn Kbld | Deceased |            |
| Laili, war Raptor                     | Deceased | Elves.     |
| Elu Oninopila, war Raptor             | Deceased |            |
| Senama, war Raptor                    | Deceased |            |
| Iwo, war Raptor                       | Deceased |            |
| Lolama, war Raptor                    | Deceased |            |
| Renuna Limilietile, Elf Bowdancer     | Deceased |            |
| Fale Memothi, Elf Bowdancer           | Deceased |            |
| Nithe Obelidava, Elf Bowdancer        | Deceased |            |
| Eriya, Deer                           | Deceased |            |
| Thelire Ninoeya, Elf Bowdancer        | Deceased |            |
| Vaci Ricotenino, Elf Bowdancer        | Deceased |            |
| Dimati, Deer                          | Deceased |            |
| Thiliri Eruwathilu, Elf Bowdancer     | Deceased |            |
| Nino, Deer                            | Deceased |            |
| Nino Aquatha, Elf Bowdancer           | Deceased |            |
| Conibo, war Unicorn                   | Deceased |            |
| Obe Yedele, Elf Bowdancer             | Deceased |            |
| Penopu, Deer                          | Deceased |            |
| Vafice Efafima, Elf Bowdancer         | Deceased |            |
| Emofe, Deer                           | Deceased |            |
| Yonali Thelaquathari, Elf Bowdancer   | Deceased |            |
| Famime Elana, Elf Druidic bowdancer   | Deceased |            |
| Arile Vinithoima, Elf Bladedancer     | Deceased |            |
| Mimale, Deer                          | Deceased |            |
| Elana Rathedarala, Elf Bladedancer    | Deceased |            |
| Lini Roloenure, Elf Bladedancer       | Deceased |            |
| Thiliri, war Unicorn                  | Deceased |            |

The above image isn't entirely accurate, as there are ~5 Elven casualties on the screen below it, but it illustrates how the battle went fairly well. Note there is no "Us" or "Fort" category, as no fort-controlled kobolds were killed. One was crippled by a stray arrow and now requires a crutch, one suffered minor wounds from a grazing wound from another arrow and many kobolds were deprived of water.

I order everything useful from the one wagon that got destroyed by the Elves dragged into the fort. Its mostly cloth, with a couple bins of leather and logs, but we snag some valuable rope reed and kobold bulb seeds. There's LOTS of Mithril stuff from all the dead Elves and I can't help wondering if I couldn't equip a squad with full Mithril armour with all this. I'd need a lot of fuel for that though, and our wood stocks are low from building axles and water wheels.

17th Limestone:

I have the leatherworkers get started on making blocks so I can roof off the Depot. As is, if I tried to flood the Drowning Chamber with the connecting bridge between it and the Depot down, the water would overflow through the top of the Depot. Once its roofed off, I'll be able to flood both of them safely. Not that anyone's going to be doing anything but hauling for the next week or so.

22nd Limestone: Finally getting that indoor well constructed, to avoid future incidents like this one. I don't THINK the river freezes in winter here, but if it does, an indoor well is essential.

27th Limestone: The Thunder Coil is fully operational. Its off right now, because I don't want it zapping any of the people hauling stuff in from outside. I have no idea as to its capabilities, but the fact that the Gnomes sent a siege after us for taking it implies it must be good. The Arena is also finished. It may or may not require changelings, something which we lack. Maybe if a caravan ever got all the way to the Depot we could order some from them.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Pencil\_Art** on **January 02, 2015, 11:11:48 pm**

Quote from: Meph on January 02, 2015, 04:38:10 pm  
Play the dwarves out to their doom.... then reclaim. Shouldnt cause any issues, but please make the entire map a lair by using dfhack first, otherwise you workshops&items wont be were you left them.

Well, I did apologize in advance should I mess up the fortress. Then I went and messed up the fortress.

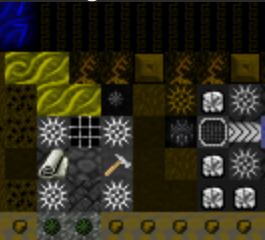
Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **zach123b** on **January 03, 2015, 09:04:45 am**

### Gnomes, Spring of Year 33

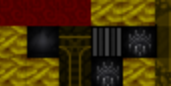
So few gnomes and such a mess of all the bars and items strung out. First lets figure out this large machine though.. From watching it, the gnomes drop malachite ore into it and copper bars come out from above though a drilling rig, interesting. It appears to have a few parts unused, maybe its purpose is many and needs to be reconfigured to have a different output. The machine put out a couple picks.

```
+copper hand pick+
+copper hand pick+
+copper hand pick+
-copper hand pick-
+copper hand pick+
-copper hand pick-
```

Now to mine more metal out. And I think I'll add a mine cart system to the factory. Oh, we had traders. Didn't notice them until it was close to them leaving and was too late. Off to the mining! We have searched quite a bit of the dirt through the geological seismograph, time to move it elsewhere for more coverage. Inside near the other set of waterwheels seems good.



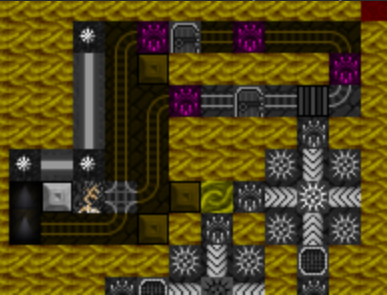
Oh.. 2 gnomes died in trying to give the seismograph more power through turning off the machines nearby. Ranagim the druidic gnome and Vustagud the stone gnome. Well, we started on making the mine cart system thing. Still working the kinks out but here is the start!



edit: Forgot we had a migrant wave, hehe. For a total of 36 gnomes and 2 children. And a few animals such as a mechanical shark and gorilla. then the colors hehe

## Gnomes, Summer of Year 33

Things are going fairly well, a little too well. This month we will focus a little on defense in addition to the other stuff. First we shall work some kinks out of the mine cart system. Instead of going to the first floor we moved it to the factory floor, there wasn't enough room for a return system. Since it's only metal ores we will be moving at first it will go directly into the arc furnace. Got to have some safety so a pair of doors will hold most out, may have to revisit this later to improve.



A couple job cancellations but that's fine, a second door added to the entrance would probably fix that but oh well. Next lets have the system return the carts. This time we'll have three doors for added safety.



Onto defense now! We walled off the trade depot and added two bridges to allow traders in while leaving no entrance to the fort for invaders.



Lastly, we anticipate we will be running low on food in the future. We designate a more efficient fishing area, a fish stockpile nearby with a pair of fisheries.



Alright, I'm sorry it took so long, but I copied the link directly this time. Here it is, what should be the link to the download for the hermit save: <https://www.dropbox.com/s/oub9g6wm87oirsr/Battle%20of%20the%208%20Armies%20-%20Hermit.zip?dl=0>  
Again sorry about how long it took. It's just nobody told me, or I didn't pay enough attention to this thread when somebody did, that the save was corrupted. I was actually able to test it this time and it definitely worked.

## ☼Kobolds☼ Year 3

### Second and Third Months of Autumn

28th Limestone: The indoor well is complete. Not that its at all useful, since there's another well right next to the fishing platform. Whatever.

3rd Sandstone: I'm ordering the Thunder Coil turned on. I don't want to leave it unused with no idea how it works. Enough of the post-battle hubbub has died down that its probably fairly safe to turn it on.

Dammit. We forgot to use fireproof mechanisms in the actual Thunder Coil. The Thunder Coil sparked menacingly for about a second before bursting into flame and collapsing. Nothing around it was damaged, thanks to our precautions, but the Thunder Coil will need rebuilding. I have the Mechanics start with making some mechanisms out of sandstone. We have just enough leftover sandstone to make it work.

4th Sandstone: The last member of the Lascivious Lashes became a Witch[r] today. Our entire militia is composed of magic practitioners of one sort or another.

5th Sandstone: According to the plans here, the Thunder Coil's effects appear to grow with the amount of power channeled into it. Attaching some extra gears onto the power train that fuels the Thunder Coil would reduce its danger and effects. I'll add them on, with a lever to disengage them if we ever need the Thunder Coil's TRUE power.

9th Sandstone: The fireproof mechanisms are finished and the Thunder Coil is being rebuilt.

12th Sandstone: Looks like the Arena DOES work without a Changeling. The Arenamaster, an Air-Sign, summoned a Grimeling with some kobold bulbs and then absconded. I'm having a goblin thief tossed down there.

13th Sandstone: The Arena battle isn't pretty. The Grimeling is turning the Goblin into a vaguely humanoid pile of crushed bones and pulped flesh. Very slowly. Without killing him.

15th Sandstone: The Goblin finally dies of asphyxiation after being strangled. I have a war unicorn tossed in next. Grimelings, clearly, just don't cut it. They don't kill quickly enough.

16th Sandstone: The war unicorn does much better against the Grimeling, crippling it. It doesn't kill its enemy EITHER and keep inflicting minor wounds. I'll give the unicorn a weak before I send the militia down there to mop up after it.



17th Sandstone: Some immigrants arrive. That brings the population to 148. I conscript a few of them into a new squad, called the Chaste Choppers. I put various kobolds to work melting down mithril for their weapons and making bonerattle for their armour

19th Sandstone: The Power Limiting Array for the Thunder Coil is finished. Hopefully this ought to prevent it from setting fire to the fort. Hopefully.

20th Sandstone: Asmoth, the ARCHDRUID of this place, doesn't have a proper office or dining room and has an inadequate bedroom. I order that fixed.

22nd Sandstone: Literally AS SOON as I have Asmoth his half-decorated office, the Warren Master from the caravan the Elves killed came in and met with him. He must have been hiding in the fort with us[Or maybe even OUTSIDE of it] for at least a few months. Damned Air-Signs are slippery. At least we'll be able to order goods this year.

24th Sandstone: I've officially pulled the plug on the current Arena battle. The Withering Blades are being sent in to execute both combatants. Hopefully the next tier up Arena creature will be more lethal/killable.

25th Sandstone: The Unicorn falls quickly to a decapitation, but the Grimeling remains resilient, having no blood or nervous system. Eventually one of the machetebolds bisects him. The Arena is full of blood, body parts and the token for the next tier of Arena creatures and some wood and plants.

27th Sandstone: The Thunder Coil is rebuilt, this time with fully fireproof materials. After the remaining fortifications in its cage are replaced with walls, it'll be fully operational. For real this time. Hopefully.

3rd Timber: The Thunder Coil is beginning its second test run. I pray this one will have better results.

OH GOD THE DRUIDS LODGE IS ON FIRE! TURN IT OFF TURN IT OFF TURNITOFFTURNIFOFFTURNITOFF!

4th Timber: Thank Griblin I tested the Thunder Coil on a rainy day. Otherwise the entire fort might have gone up in flames. That was too much power. FAR too much power. I'm taking out an entire waterwheel. Everything should still be able to run, but the Thunder Coil will have vastly reduced intensity. As it is, the Druids Lodge is still a smoking wreck. Asmoth is going to be furious. I order the Druids Lodge rebuilt, its not like we were using it much anyways, and ready the Thunder Coil for its third test run, with a hundred jewels[<- Kobold measurement for power] less energy. I also have the lever that would give the Thunder Coil more power removed. Its too dangerous.

6th Timber: The third waterwheel has been removed. The Thunder Coil's third test run begins now, while its still raining.

7th Timber: The Thunder Coil doesn't seem to be doing much with only 30 jewels of power to work with. I have it turned off and order two of the dampening gear assemblies removed. We're going to amp the amount of power this thing receives until we get the desired effect. But slowly.

8th Timber: Asmoth spoke with me today. He chastised me for wrecking the Druid Lodge and informed me of what he'd ordered from the merchants: Wood, various seeds, mithril bars and spirit bears.

9th Timber: Since the Arena is all cleaned up, the Arenamaster goes to summon the next tier of monster: A fearsome Desert Scorpion.

I begin the third test run of the Thunder Coil, with 40 jewels of power this time.

Once again, no observable effect. I order another two dampening gear assemblies removed.

10th Timber: The Giant Desert Scorpion is summoned, the Arenamaster runs away sucessfully and I have a goblin thief dropped in. This should hopefully work better.

The Thunder Coil begins its fourth test run, with 50 jewels of power this time.

Once again, nothing hapens. I order another two gear assemblies detached.

The Giant Scorpion makes short work of the Goblin, stinging him into submission fairly rapidly. This is more like it. I order the second Goblin tossed in too.

11th Timber:

The Thunder Coil begins its fifth test run, with 60 jewels of power this time.

I don't see the Thunder Coil doing anything, but I decide to leave it running a little while just in case.

The Giant Scorpion kills the second Goblin just as easily. Hell yeah.

12th Timber: After a full day of the Thunder Coil running, still nothing. I order the rest of the dampening gear assemblies removed all at once.

13th Timber: The Druids Lodge is rebuilt. Yay.

14th Timber: All the dampening gear assemblies are removed. I order the sixth[And hopefully last] test run of the Thunder Coil to begin.

AAAAND still nothing, even with 80 jewels. I'm hesitant to put more power into this thing after the earlier incident. 80 jewels might still be enough to affect enemies caught in the Drowning Chamber, we haven't tested it yet. If not, maybe we can add a windmill to the array if we need more power. In any case, the Thunder Coil is being shelved until it can be tested on live enemies. Unfortunately, we seem to have run out of those, having fed them all to the giant scorpion.

16th Timber: I have the thieves start stealing from the Goblins again, to get gems for the Chaste Choppers' elevation to Witch[r]s.

17th Timber: A couple badgers wander into our traps and get caged and bisected, respectively.

More importantly, a small band of humans were sighted on the eastern border. They don't look like they want to trade anything besides blows. I briefly consider whether I should drown them, electrocute them, fight them or feed them to the Giant Scorpion. Probably some combination of the above.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **than402** on **January 04, 2015, 05:50:59 am**

Quote from: WodanYmirthe2nd on December 30, 2014, 10:23:41 pm

Can I join in as well? I'd like to go for humans at Year 4.

i think that guy's message got lost because he hasn't been included in the turn list yet

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Immortal-D** on **January 04, 2015, 08:51:59 am**

It occurs to me that with Meph going to Mars, he will be unable to maintain our little adventure. Would it be possible for someone else to access the OP? If not, we need to consider starting a new thread.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Meph** on **January 04, 2015, 11:42:18 am**

Quote from: Immortal-D on January 04, 2015, 08:51:59 am

It occurs to me that with Meph going to Mars, he will be unable to maintain our little adventure. Would it be possible for someone else to access the OP? If not, we need to consider starting a new thread.

Someone mentioned my name?

I will update the first post in 2 days from now, when I arrive in Berlin. At least that is the plan.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Arcvasti** on **January 04, 2015, 11:37:09 pm**

Bad news guys. My save got corrupted and it won't work anymore.

Quote from: All my progress

Fwumph

And I don't use autosaves because they usually cause more harm then good. Should have backed this up on a seperate USB stick like I do for Cobaltpacked.

@Meph:

Should I play through Year 3 again or cede my turn? I won't have quite as much time for this since school is becoming a thing again.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **smakemupagus** on **January 05, 2015, 01:56:16 am**

Oh, that's really sad, your turn was shaping up to be amazing. Both for what you accomplished and for the potential for the gizmo to provide !!FUN!! for the camp in the future :)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Boltgun** on **January 05, 2015, 02:57:17 am**

Ouch, I dunno what harm seasonal saves do (besides interruptions) but I suppose your kobolds will wake up from a 'bad dream'.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Meph** on **January 05, 2015, 12:23:01 pm**

Do as you like, either redo it (with backups/quicksaves) or give it someone else. I cant force you :P What happened though? How can a save get corrupted?

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Paulus Fahlstrom** on **January 05, 2015, 02:46:09 pm**

If nobody has spoken for the Hermit I'll take it next. Could someone upload it on the DFFD? I don't do dropbox.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **smakemupagus** on **January 05, 2015, 02:58:40 pm**

Quote from: Paulus Fahlstrom on January 05, 2015, 02:46:09 pm

If nobody has spoken for the Hermit I'll take it next. Could someone upload it on the DFFD? I don't do dropbox.

According to the original post there is a player for Hermit year 3 already, Urist Mc Dwarf.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **maxcat61** on **January 05, 2015, 03:02:38 pm**

Can I play Warlocks Year 4?

edit: Also, where can I download the mods?

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **smakemupagus** on **January 05, 2015, 04:18:48 pm**

Quote from: maxcat61 on January 05, 2015, 03:02:38 pm

Also, where can I download the mods?

The Masterwork package is here:  
<http://www.bay12forums.com/smf/index.php?topic=125633.0>

All the different races are included. If you're playing a new game add the playable race(s) you like using the GUI, and select a particular race before embark by using the Civilization selection tab. To play the succession fort just put the save game in your saves folder as usual, the GUI settings will not matter.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Arcvasti** on **January 05, 2015, 06:03:43 pm**

Quote from: Meph on January 05, 2015, 12:23:01 pm

Do as you like, either redo it (with backups/quicksaves) or give it someone else. I cant force you :P What happened though? How can a save get corrupted?

The world.sav file is empty. It happened after an automatic disk checking, although that may be a red herring. I'm going to TRY to splice an earlier version of the world.sav file from the zipped version I downloaded, but I'm fairly sure it won't work.

EDIT: Yeah, it didn't work. Bluh.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Boltgun** on **January 05, 2015, 06:26:50 pm**



# Succubi year 3 – Spring

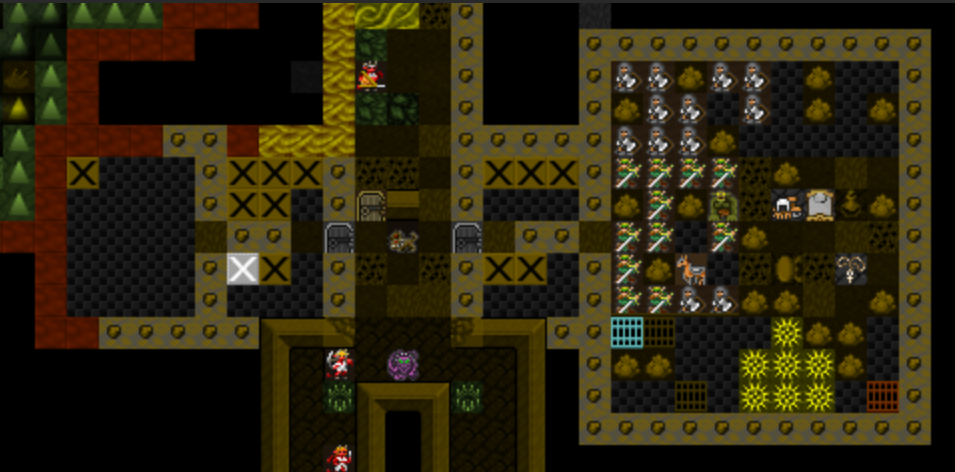
## Messy as it should

Padaxe wakes up with a splitting migraine. The departed souls of the succubi from the caves below sent her into a rare moment of clarity. The matriarch takes a moment to reflect on the state of the dungeon. As expected, the succubi each decided to build something different and the dungeon seems like an incoherent mass of rooms and stairs, but since this gave each of those amateur architects a moment of joy, there is no reason to change this habit.

There is a small collection of useful creatures too. Orthi are guarding the entrance with the help of a tentacle monster. The decay brutes spent their time running around the workshops, spreading a stench that would kill mortals, and it is now time to give them a better purpose in the tunnels leading to the cavern. Their slime will surely destroy beasts before they can aproach the succubi?

The few warriors still alive are stumbling around, avoiding eyesight. With the lady of pain in a coffin that is nothing to be surprised about, but this cannot do, and Padaxe is going to remedy this situation.

First she needs a lots of capable warriors, who know their trade. Some kind of trained soldiers, who are used to learn together to art of combat, at least vaguely disciplined...



Perfect.

## Drinks and elves

A den of iniquity needs alcohol, not only because a drunk soldier is easier to please than a sober one, buy also because it is easier to convince a drunk temptress to play mind games with ten men and women who's only words so far are death threats.

Plus, it goes without saying that a succubus full of wine and fine food will at least pretend to follow orders in hope to find more. Since Hell has never sheltered a farm, the demons must improvise.

Padaxe yelled around the showers to get attention. She wanted a farm dug in the higher levels to grow the cave wheat they have lying around and asked the masons at the same time to wall off the area around the cauchemars outside.

Obviously this plan was popular seeing how quickly the pasture area was walled off. A tunnel leads to this small farm and the seemingly abandoned house will be used for storing seeds. With haste the succubi are burying seeds in any patch of soil they can find. For the first time in their long lives, they will see plants grow.



The indoor farm however is nowhere as exciting, but it will work as intended.



**More space for the damned**

Since the dungeon is going to witness a boost in population, some new rooms are needed. But before Padaxe could give orders, a metalcrafter woke up in stupor, her eyes glowing white. Padaxe knew that ancient demons has decided to take the crafter's body and gift her with a new creation.

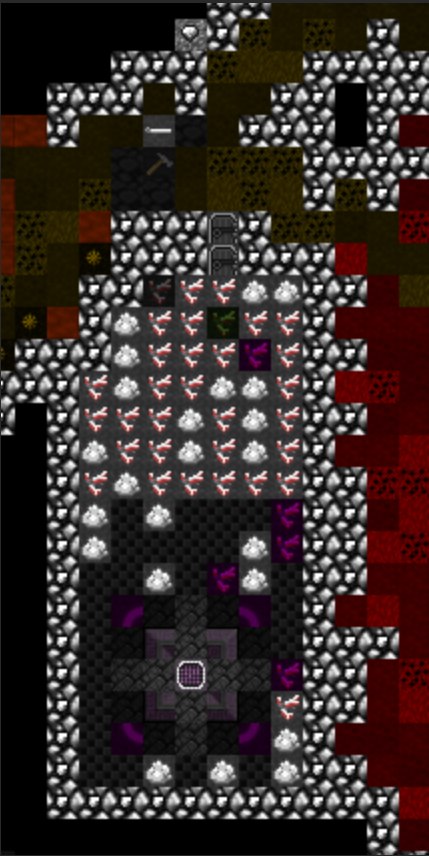
→Asmodea Muravandegeurare, Metalsmith has been possessed!

“Oh yes, infernal spirits, make me an artifact whip or corset, pretty please with sugar on top!” While she create her precious chef d'œuvre, miners and masons work with only hours of breaks.

New tombs have been placed, because obviously that will be needed.



A new refuse area to keep the dungeon as clean as possible has been dug from the rock, with a properly placed well of souls to collect what's due. New workshops for soap making and tanning have also been added to turn dead things into useful things. Besides what's good a shower for if there is no soap?



The shower is a wonderful invention, it causes the succubi and incubi to sweat for the pleasure of others. Therefore it is perfect.

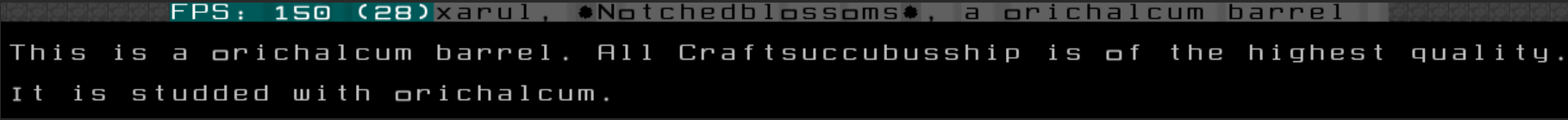




After days of crafting, the elder spirits from below left the metalworker's body. What wonder did they left in their trails? A terrifying blade whip? An indestructible helmet?



...



Off to the pumps she goes!

Padaxe was so disappointed that she did not notice a new group of migrants who made themselves at home. They gave a disgusting story about their pet fire imp who melted into a pile of goo (*great, I somehow broke them*). A miner tried to lift her mood by offering her a new tear of Armok he extracted from a wall.

#### Preparing the inevitable for the inevitable

But Padaxe did not let her obsession go and threw her keeper of secret into her own room. The poor librarian came out hours later, visibly shaken and holding a pile of orders.

The first request is for a new lady of pain. This quickly led to decent amount of bickering. Some did not want to go back to battle, some wanted to be the leader and finally some did not want anything but liked stirring the animosity.

Eventually, an ill mannered temptress ended the debate by claiming an unrelated title for herself. Displaying her extensive knowledge in the use of a crossbow, she nominated herself as an enforcer and a new name, Boltgun. Such move inspired such spite that a furnace operator melt the only crossbow found in the dungeon.

In the end, one dyer with no skills has been chosen to be the new lady of pain. She should not be too upset.

The second order is to melt down any weapon and armor made of very useful or very useless materials. So silver blades and stygian blunts are to be thrown into the furnaces, steel and rusty metal will also be collected.

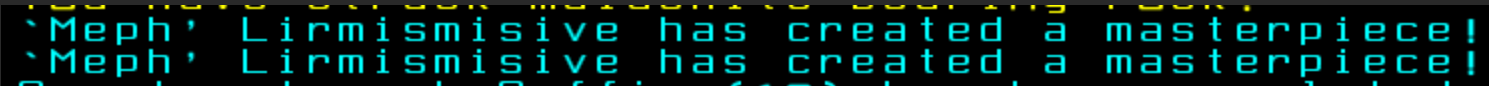
The third order is to make full sets of stygian bronze armors. The remaining useful metals will be turned into blades and axes. The Equine Seduction led by the lady of pain will only use pitchforks, a traditional weapon to torment the (soon to be) doomed.



And the last order cannot be written down, only whispered in the dark.



Meanwhile, Meph works on his masterworks. (*huhuhu*)



Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Urist Mc Dwarf** on **January 05, 2015, 08:25:09 pm**

Quote from: smakemupagus on January 05, 2015, 02:58:40 pm

Quote from: Paulus Fahlstrom on January 05, 2015, 02:46:09 pm

If nobody has spoken for the Hermit I'll take it next. Could someone upload it on the DFFD? I don't do dropbox.

According to the original post there is a player for Hermit year 3 already, Urist Mc Dwarf.

I am afraid I will have to drop out.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **vjmdhzgr** on **January 05, 2015, 08:46:18 pm**

Quote from: Paulus Fahlstrom on January 05, 2015, 02:46:09 pm

If nobody has spoken for the Hermit I'll take it next. Could someone upload it on the DFFD? I don't do dropbox.

Alright, well as mentioned, DFFD isn't an option for me so maybe you could just use Dropbox anyway? If not then you'll have to get somebody else to download it then post it on DFFD which just seems needlessly complicated.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Paulus Fahlstrom** on **January 05, 2015, 11:54:30 pm**

Ok. I'll figure it out. I'm mostly just being lazy efficient. ;)

(Edit) Got it.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **smakemupagus** on **January 06, 2015, 12:31:27 am**

Quote from: Paulus Fahlstrom on January 05, 2015, 11:54:30 pm

Ok. I'll figure it out. I'm mostly just being lazy efficient. ;)

You just download the file that was linked from Dropbox, you don't have to get an account or anything.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Jakob** on **January 06, 2015, 03:26:12 pm**

So sorry for the delay! I've been extremely busy, but I'll be able to crank it out tomorrow. Thank you!

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Deus Asmoth** on **January 06, 2015, 06:47:47 pm**

I can offer the minor update that autumn's been pretty boring for the warlocks. I'll have a proper winter update tomorrow/the day after, plus a save.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Paulus Fahlstrom** on **January 08, 2015, 07:59:15 pm**

Early beginnings- Year 33 - Hermit

I awoke again this morning with a start, uncertain where I was. Almost for that matter, who I was. I had had some very vivid, and disturbing dreams. Puppetmasters and strings. I wasn't sure which of them applied to me, but it was not a pleasant dream.

That got me thinking again. I was exposed. Far too exposed. From the relative safety of my bed I went through the layout of my home in the cave. I was entirely unsecured from top to bottom. I was relying on a pair of cage traps from either direction and a good stout lock.

The elves particularly had me worried. I didn't like them. Plain and simple. They had attacked me unprovoked and slaughtered my animals. Perhaps they were after the dice for some reason. A voice in my head agreed with me, while another, probably my doubt, shouted it down, saying it was just an ordinary non-magical item, and the elves probably just hated my guts.

Or wanted to eat them.

The weather outside was chill and clammy, with periodic fog rolling in off the water in the mornings and burning off by mid-day. The small lake I used topside was starting to attract insects, even at this time of year. I checked my sundial, went through and updated my inventory and made some plans. I would need stone, pity I had broken most of it into unuseable chunks in my search for artifacts. But that too had been worthwhile.

I idly patted the sword at my side, it's presence comforting.

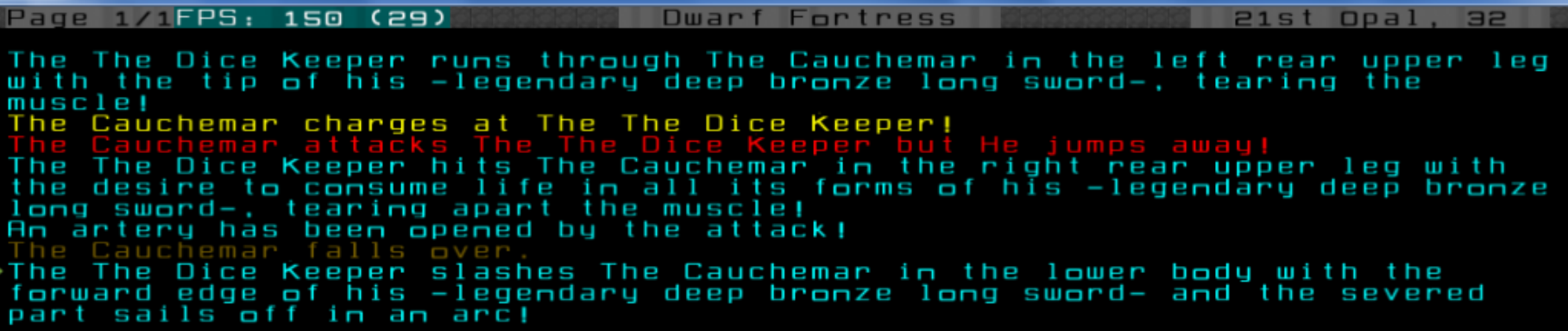
There were a few workshops I had in mind, though I considered my situation and thought it might be best to forsake the surface altogether. If I were trapped inside I would have to rely on the underground for food and drink. And trekking back and forth up the cave was very inefficient. I could hollow out a good workshop and living quarters closer to the caverns and use the stone for the aboveground constructions.

And perhaps I could even finally put the dice to rest someplace secure.

On one of my trips back inside for a drink I was disturbed by some strange noises. I came across a pair of strange looking horses from the caverns. Cauchemar, large with reddish skin and vibrant orange hair. And red eyes. One of them was in a cage trap but the other was loose and upon seeing me immediately made for me, trying to run me down.

My sword was in my hand before I even recall drawing it and a surge of anger at this invader in my home enveloped me. I struck out even as it passed me in the narrow cave passageways and scored a vicious hit on it's left hindquarter. The fiery looking horse wheeled and charged me again, forcing me to jump out of the way. Suddenly a wave of darkness pulsed from the sword passing through both me and the horse and I could feel the anger focusing on the beast. It's right rear leg tore open and began gushing red blood, the cauchemar falling to the ground unable to stand.

Spoiler (click to show/hide)



I nearly dropped the sword then and there. I swear I did. But something forced my hand and standing over the beast in one stroke I cleaved through it, cutting it in half.

I passed out then, but when I woke I had a metallic salty taste in my mouth, and some sort of bitter flavor. The horse was on the ground,



very dead. The blood was still wet and I put my finger in it and tasted it. Salty. Bitter. That might explain how I felt. So I hadn't hallucinated that part at least. But I simply couldn't trust what had happened with the sword. It had to have been my delusions. I checked the blade to make sure, pulling it out of the sheath. It was quiescent, and pristine, shining in it's dark-tinged golden lustrous glory.

Welp, no point in letting good meat go to waste. I built a butchers shop and expanded my food storage area into one of the smaller upper cavern levels. The other cauchemar seemed to be fairly good natured so I decided to tame it. I tried grass. I tried some greenery from topside. I even tried some moss. Eventually I ran out of plant based things to try. Funny what the horse actually preferred.

[Spoiler \(click to show/hide\)](#)



Am I comfortable around these things once tamed? Is it really a good idea to be eating cavern beasts and tasting their blood?

In retrospect, um... No.

I spent much of the rest of the season cleaning up the mess, and myself. I even built a small handpump out by the lake so I could fill some barrels with water. Last thing I needed was a siege keeping me from my water supply. Funny thing that pump though. No sooner had I built it then a man appeared next to it.

A very strange exchange.

"Oh, um... hi. What are you?"

"Don't you mean who are you?"

"No, you came from the lake right? Does that make you a pixie, no wait, lake, um... a nixie? Or was that a kelpie? Wait, I think those are saltwater only..."

"No, no, I didn't come from the lake."

"Oh. You sure?"

"Pretty darn."

"Hmm... too bad. Well, I suppose you'd better give me your name then."

"Bob."

"I like it. Short and simple."

"I don't want to hear any more short jokes... I'm sensitive."

"Ah, well. Bob it is then. It's not very sweet though, so that only leaves the other option of course."

[Spoiler \(click to show/hide\)](#)



Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **than402** on **January 09, 2015, 04:18:00 am**

WodanYmirthe2nd is nowhere to be found, no one else has expressed any interest in human mode and the other races have caught up. may I take the next turn as humans? no more speedruns, i promise :P

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **WodanYmirthe2nd** on **January 09, 2015, 04:40:18 am**

Sorry about being absent for a while. Got busy with college. Can I still play fourth year as human? If not, I'll just take the fifth year.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **than402** on **January 09, 2015, 04:50:40 am**

sure, i just thought you were away. When you do, I would advise you to take care of our defenses, however: we have a wall and bridges, but we also have a hill next to us and the first bowmen that will arrive will tear us up. I have a plan about how to defend the town from such an attack, however, while making it look badass at the same time. if you'd like I could explain it to you.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **WodanYmirthe2nd** on **January 09, 2015, 05:53:16 am**

Okay, I've checked the map and I'd like to express the following:

- 1. That's a one huge ass river.
- 2. Them hills need to die a horrible death.
- 3. I sure hope I won't end up fucking this one up.

Anyway, I'll make an update later.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **than402** on **January 09, 2015, 06:07:59 am**

Quote from: WodanYmirthe2nd on January 09, 2015, 05:53:16 am

Okay, I've checked the map and I'd like to express the following:

- 1. That's a one huge ass river.
- 2. Them hills need to die a horrible death.
- 3. I sure hope I won't end up fucking this one up.

Anyway, I'll make an update later.

we've been working on number 2, but the hill is goddamn tenacious. keep on the anti-hill crusade!!!

also, I'd cover the settlement from above if I were you.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Boltgun** on **January 09, 2015, 06:28:49 am**

Covering the gaps would provide space to use easily.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Meph** on **January 09, 2015, 07:14:53 am**

Quote from: than402 on January 09, 2015, 04:18:00 am

WodanYmirthe2nd is nowhere to be found, no one else has expressed any interest in human mode and the other races have caught up. may I take the next turn as humans? no more speedruns, i promise :P

Sure.

I really have to read up on everything, link the posts and add some new players. ^^

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **than402** on **January 09, 2015, 07:25:24 am**

actually, 20 minutes after i wrote this message, WodanYmirthe2nd showed up again and picked up the save, so I'll pick year 5 instead :P

Title: **Humans: Year 34 - We need a better place to live into**  
Post by: **WodanYmirthe2nd** on **January 09, 2015, 08:57:21 am**

**Granite 1, 34**

*I'm not happy at what our ~~camping-site~~ town's state is currently facing. Many of us are lying on the dirt, we lack proper housing that any human towns will be known of. No one didn't even bother to start any form of industry to keep the sovereign coming when trade caravans are absent. We're in a place where too many fucking hills are insulting us with their... hill-like attitudes.*

*In other words, this place is a mess. Time to clean it up.*



**Granite 3, 34**

*My first order as an overseer is to get some of the lazy slackers that are currently having fun with the livestock to start fishing. We need gold and selling raw fishes by the barrel would be a great source for it. I also ordered a full stop on processing raw fishes for added measure and increase of manpower on a building project that I have in mind.*



**Granite 6, 34**

*I asked where the Brick Splitters are and they showed me to the Mason's Workroom. I asked again, adding if they were joking about not*



having any Brick Splitting Workshops and they said that the Mason's Workroom is the only place where they split stone into bricks. I nearly cried tears of disappointment after that answer and ordered the construction of the Brick Splitting Workshops.

Granite 11, 34

Hill, you have my permission to die.



Granite 16, 34

I started laying down the markers where the new apartment will be. The first floor would be the Meeting Halls and the next floors will be a combination of bedrooms and dining rooms. There's a lot of bricks now after I've ordered a full stop on making bricks on the Mason's Workroom and get our Stone Crafters and Potters to start cutting up stone on the workshops that I've ordered to build.

Granite 20, 34

Stone bricks are coming out by the dozen and there's enough workforce to satisfy the building order. Looks like we'll be able to build the apartment faster than what I'd expect it to be built.



Granite 28, 34

Wow, we really have a lot of hands huh? Looks like this town will be having a place to eat and sleep.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Paulus Fahlstrom** on **January 09, 2015, 06:56:02 pm**

Remains of Year 33 - Hermit

Bob has been a huge help around here. We've got the lower workshops cleared and ready and my first building there was a masons workshop. I needed the stone for the foundation of the upper tower. I'm afraid I overdid it on the blocks. I cleared almost all the stone before I realized I had more than sufficient. I suppose it might be useful later on.

The other resource that was plentiful was bone. With the butchery filling up I decided to bake the bones into blocks for construction. A simple ligate material was easy to find and there you go... Granite foundation for the tower, bone floors. I hope to add additional levels, and a proper housing for the dice up there later, but for now the surface is secure. I made sure to strip all useful items and goods from the surface before sealing it up. There is no way in from outside short of knocking the tower down. The original cave entrance I have walled up and concealed from the outside.

[Spoiler](#) (click to show/hide)



Of course, summer was already in full swing by this time and my days were already getting shorter. All this work left me wonderfully focused and I'm happy to report I had no more illusions, er... delusions in the past few weeks. I think.

Of course, my neglect of other matters was apparent. I had hoped to bring up the strange horses as pets, but apparently they needed to forage somehow and starved to death in captivity. A real pity. Still, some nice red leather and cauchemar wool are available.

The giant drowspider and the lesser drowspider are coming along quite well. And I found an amusing way to make them productive. We had a small family if giant moles make the caves at home for a while. They were peaceful. Didn't bother me, nor Bob, though he didn't like them much. But they annoyed the spiders who were tied up in our training area and the whole floor of the cave is littered in webs now. I've removed the moles and augmented my food supply but another family moved in from below.

I found it necessary to have a sealing mechanism for the cavern as well. cleaned up the lower entrance and moved the wood processing area there and have a bridge seal in place to prevent unwanted entry. It should work well. I'm considering moving my quarters down there also, and re-establishing the food production area into this level, to minimize travel time all the way back to the top floors. The workshop floors are only a level above this one.

Workshops above, cavern entrance beneath.  
[Spoiler](#) (click to show/hide)



I shall have to beware of the caverns as well. I cannot trust their peaceful nature. Though the horses and the moles are not the only things I have seen come from there other forces are at work as well. While retrieving a mechanism from the elf cages I found that something had released the elves. I do not know what. Gremlins?

Are the elves in league with the drow? Or perhaps the reptilemen of which I have seen and imprisoned two?

The underground lake is my only water supply now and I'm in process of building another handpump to fill my buckets. But I should find a more secure way of maintaining myself hydrated.

I can now hear and feel the draft at the top of the cave. The wind whistles across the flat surface of the tower. The winter solstice has passed just recently and it is time now for the season of renewing. Perhaps the future will clarify my dreams and memories of the strange artifacts I have around me.

Summary:  
[Spoiler](#) (click to show/hide)



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|----------------------------------|--|--|--|-------------------------------|--|--|--|
| Outpost FPS: 150 (27)Instantcave |  |  |  | 1st Granite, 34, Early Spring |  |  |  |
| Animals                          |  |  |  | Kitchen                       |  |  |  |
| Stone                            |  |  |  | Stocks                        |  |  |  |
| Health                           |  |  |  |                               |  |  |  |
| Created Wealth: 156202*          |  |  |  | Population: 2                 |  |  |  |
| Weapons: 7814*                   |  |  |  |                               |  |  |  |
| Armor and Garb: 1007*            |  |  |  |                               |  |  |  |
| Furniture: 2875*                 |  |  |  |                               |  |  |  |
| Other Objects: 115114*           |  |  |  |                               |  |  |  |
| Architecture: 18817*             |  |  |  |                               |  |  |  |
| Displayed: 6462*                 |  |  |  |                               |  |  |  |
| Held/Worn: 4113*                 |  |  |  |                               |  |  |  |
| Imported Wealth: 2776*           |  |  |  |                               |  |  |  |
| Exported Wealth: None            |  |  |  |                               |  |  |  |
| Food Stores: 183                 |  |  |  |                               |  |  |  |
| Meat 1                           |  |  |  | Seeds 19                      |  |  |  |
| Fish None                        |  |  |  | Drink 9                       |  |  |  |
| Plant None                       |  |  |  | Other 154                     |  |  |  |
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Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Boltgun** on **January 11, 2015, 06:00:35 am**

Quote from: WodanYmirthe2nd on January 10, 2015, 06:17:50 am

*STOP PARTYING AND GET THE FUCK BACK TO WORK, YOU LAZY DIPFUCKS!* [/color]

Don't worry they'll resume their break afterwards.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **qorthos** on **January 11, 2015, 11:22:47 am**

Jakob: are you going to finish your turn? It's been over a week.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Meph** on **January 11, 2015, 12:19:52 pm**

Added everything till page 29 to the front post and wrote Jakob a PM. Will do more later. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **vonsch** on **January 11, 2015, 02:03:44 pm**

Loving this thread. Especially them 'bolds.

Interesting to see some of the races I haven't tried in the same environment: warlocks and succubi.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Meph** on **January 11, 2015, 03:39:43 pm**

Updated the first post with links to all threads. But we got an inactive Dwarven and Orcish player, the Kobold save from arcvasti seems to be corrupted, meaning that someone needs to redo that year, and we have two finished races, Hermit and Humans, that are waiting for new players.

I need to re-read the thread, and check who applied for what race, and add those to the lists. If anyone wants to take any turns, now is the time to apply.

And if I shouldnt reply in a while, just go ahead. Dont wait for my permission, its an open game. ;)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Jakob** on **January 11, 2015, 03:56:16 pm**

## ☼Dwarves☼ - Year 4, Summer - Winter

The miasma is really beginning to get on everybodies nerves, and there are far too many corpses for us to get them all. I've begun having them all dumped outside, not even bothering with a burial, but our descent into anarchy is making it hard. To make things worse, many of them are hidden in the clouds of miasma themselves, and I constantly find new ones as I go about my duties.

Soon after, Qorthos was found, starved to death for some reason. With the last of the original band gone, morale continues plummeting, and I order his corpse dumped with the rest of them.

Erush Ekurongos, Engineer cancels Clean: Throwing tantrum.  
'Qorthos' Mesushat, M-Armor has starved to death.  
Erush Ekurongos, Engineer cancels Clean: Throwing tantrum.

I also go through our list of stocks which is somehow still current, despite the bookkeeper having been dead for a month now, and begin ordering dumpings of literally every corpse and body part in the fort, while ordering the recovery of our other goods.

Some time later, eight more migrants arrive, and more of the originals die. I just hope they die sooner than later, their insanity is making the migrants antsy, and they no longer serve a use to us.

Some migrants have arrived.

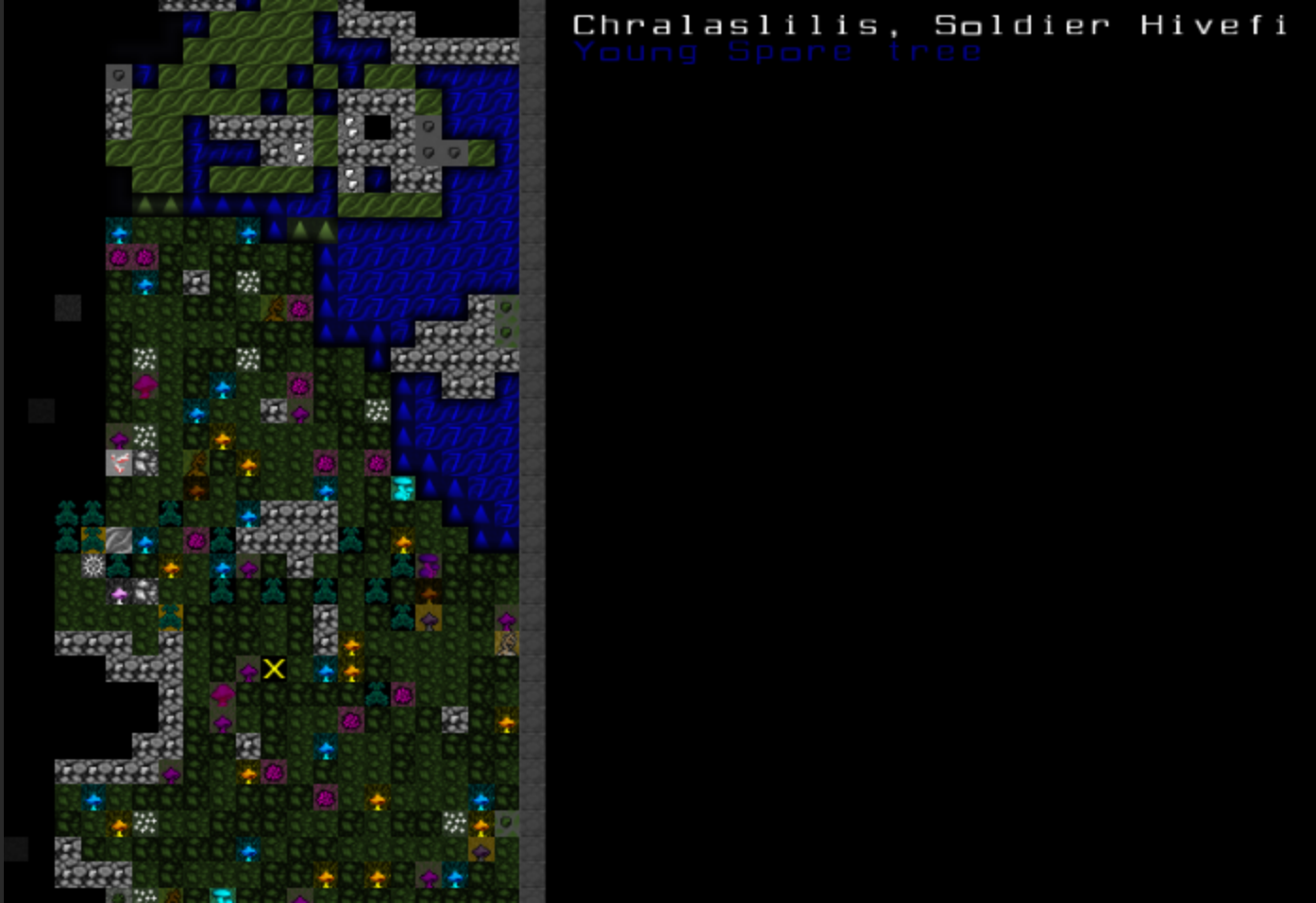
Some Humans also arrive for us to ignore. We finish the statue hallway as well, and I order production switched to coffins, if for no other reason than to shut up the damn ghosts. A child also goes missing, which is a shame... back to work!

A kidnapper has made off with the Dwarven child Urist Zottholalud!


And as things just start looking good...

An ambush! Curse them!





ANTS! ANTS! ANTS IN THE CAVES! OH ARMOK WHY DID IT HAVE TO BE ANTS!? RUN AWAY!

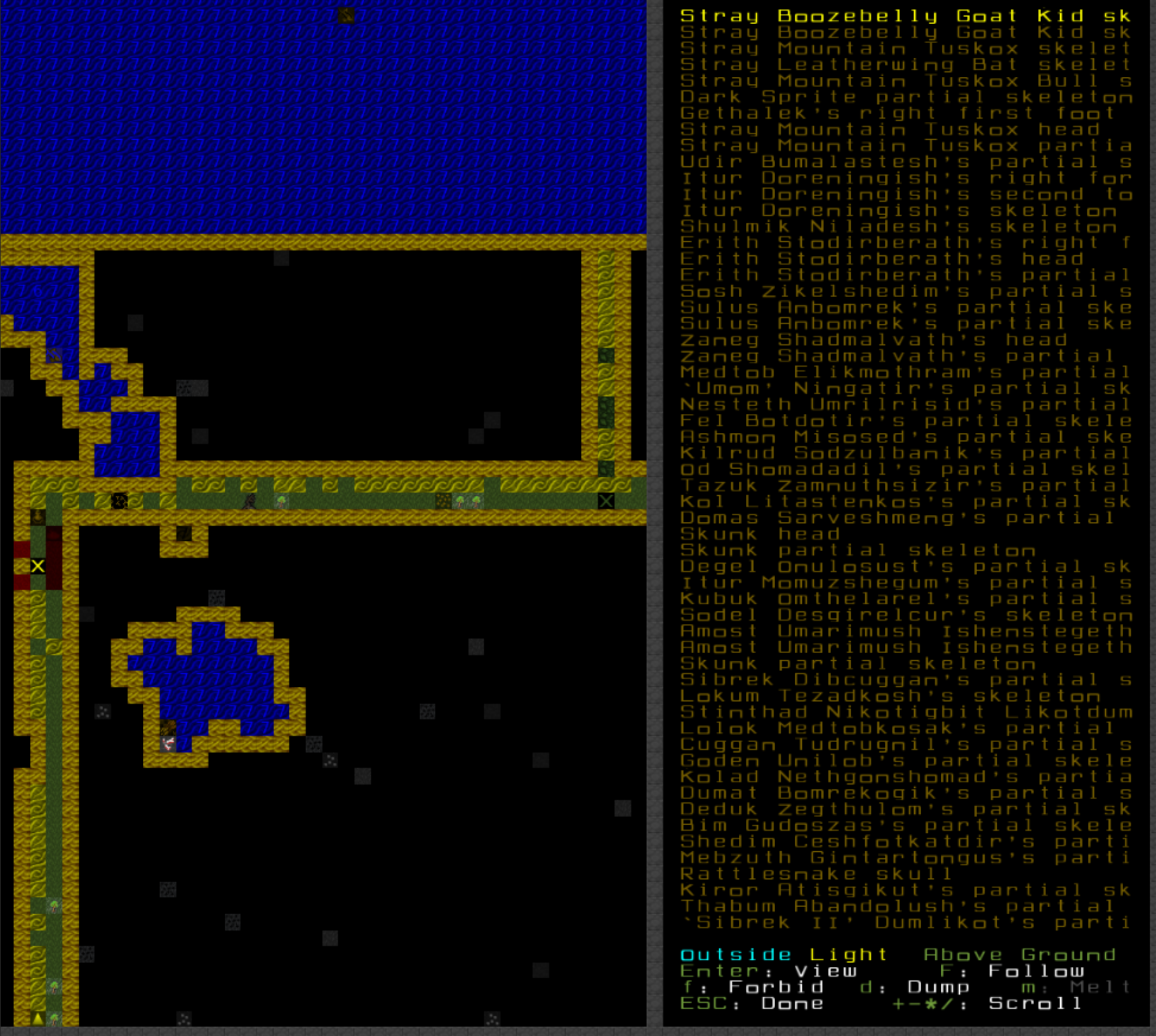
(fun fact, I'm irl deathly afraid of ants.  it is terrifying)

I have the doors locked and barred and have some peasants prepare to hold off the creatures when we hear loud screeching and the sound of battle outside the door, then silence. A cursory look outside shows many dead antmen, and the survivors running away. They... killed each other?

Well, that wasn't too bad at all.

```
the Worker Hivefighter Chroldis is fighting!
the Drone Hivefighter Jlayrbus is fighting!
the Soldier Hivefighter Chralaslilis is fighting!
the Worker Hivefighter Kralber is fighting!
the Worker Hivefighter Dilus is fighting!
the Worker Hivefighter Trugufugeerus is fighting!
the Worker Hivefighter Chlilus is fighting!
the Worker Hivefighter Jagafachleelmis is fighting!
the Soldier Hivefighter Sorsnis is fighting!
the Worker Hivefighter Frathlakis is fighting!
the Worker Hivefighter Lrubus is fighting!
the Worker Hivefighter Blabalafrunkin is fighting!
the Cow Moose is fighting!
```

I also begin expanding our moat, hoping to fill it with water, and as I do so we stumble upon this...



Good Armok! Just listing off all the corpses takes three pages in my stock report. I order them all moved to the dump and prepared for burial. The pile nearly fills the moat! Having it cleared does nothing to help moods, and the moat is filled with vomit, but I'd still rather not have that pile of gore laying in the moat. For some reason though, everybody just drags the corpses out of the moat and then tosses them back into the moat. (I have no idea why, there are no dumping zones there or anything.)

Sadly, this means I can't flood the moat without cursing us with permanent ghosts, so I push the mason's to double time their coffin production and have the miners go dig more burial areas. Hopefully we can get this done before winter.

Slowly the ghosts stop appearing to annoy us, and one by one their bodies are put away.

I'm also happy to report that on our latest census, Nobgost, one of the four remaining Dwarves from before the year 34 migrant wave, has written down that he is unhappy! That is a marked improvement from the "oh god everything is terrible I want to die" answers we've been receiving! Congratulations Nobgost!

In celebration, we play put the tail on the Kobold.

The flying ({bismuth bronze bolt}) strikes The Kobold Thief in the left buttock, tearing the muscle through the ({small cotton fiber cloak})! The Kobold Thief jumps away from The flying ({bismuth bronze bolt})!

I finally get a depot made and order a clearcut of the areas forests in order to facilitate trade as well. I actually manage to build it in time for the Dwarf traders to arrive, and sell the piles of bloody clothes and weapons we have for food, metal bars and some other goods. The trader makes a hearty profit, and I offer a little to the king in hopes he might send the army to save our sorry souls.

Soon, the last of the corpses is entombed, and I order the moat filled. A dutiful miner runs out, breaks down a wall, and I watch in satisfaction as he scrambles out of the rapidly filling pit.





That is the last real action of my term, and soon I begin looking for somebody to take the stress off my shoulders. We've survived, and I hope my attempts to reorganize will be put to good use.

-

Sorry! Sorry! Sorry! That was real late I know, and I don't have a good excuse this time. Sorry! I tried to reorganize the fortress basically from the top down, and generally avoided most of the special Masterwork stuff as I figured we needed to fix things at the base. Some things I didn't mention which might be important is that I have stone smoothers working through the fortress, starting with the tombs, I began building a bunch of traps at the front gate, we lost some people who ran into the caves and got stuck there when I locked the doors and we're still having problems getting alcohol production up.

I also reorganized jobs so that everyone has a dedicated job and we have dedicated haulers, unlike before when it was pretty chaotic. I think I've generally fixed most of the stuff with the fort, and at the least, moods have tempered.

May I forever be known as the dude who saved the fortress.

Good luck!

Save: <http://www.filedropper.com/dorffortofdoom>

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **qorthos** on **January 11, 2015, 04:03:12 pm**

Save file Jakob?

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Jakob** on **January 11, 2015, 04:09:14 pm**

Woops, just added.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Meph** on **January 11, 2015, 04:10:11 pm**

Do I understand that correctly, you did Spring only, then uploaded the save for the next player?

And awesome, a cavern ambush. I was waiting for them to show up. :D

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **qorthos** on **January 11, 2015, 04:20:57 pm**

The game shows that it is 1st granite, 35.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Jakob** on **January 11, 2015, 04:31:49 pm**

Quote from: Meph on January 11, 2015, 04:10:11 pm

Do I understand that correctly, you did Spring only, then uploaded the save for the next player?

And awesome, a cavern ambush. I was waiting for them to show up. :D

No, sorry for being unclear. I did Spring and then the second update I did the next three seasons.

And yeah the ambush was weird. The antmen appeared in a horde and I got a bit scared but they immediately descended on eachother and killed two guys before running back into the darkness. One or two stuck around to scare Dwarves, but otherwise they didn't really do much.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Boltgun** on **January 12, 2015, 01:17:55 pm**

## Succubus year 3 - Summer

### Gluttony

The elves have been waiting for their fate for days. They witnessed a succubus assembling gears around their cage, assuming they are going to be executed soon. They prepared themselves for their fate, telling each other about the cycle of life and the forces that built

nature. But preparation made way for hours of wait, then boredom. 'What are they waiting for before killing and eating us?' one of them asked.

|              |      |       |      |
|--------------|------|-------|------|
| Food Stores: | 285  |       |      |
| Meat         | None | Seeds | 26   |
| Fish         | None | Drink | None |
| Plant        | None | Other | 259  |

'Who drank the wine!?'

Padaxe was furious. The barrels of alcohol, so precious for their use in the corruption sessions have been emptied. The mistress ran through the dungeon, grabbing each of her servants by the head, looking for any sign of intoxication in their eyes. But that futile act does not change the fact that she had to wait for her first harvest to raise the army she wish for.

Wrath

But the dungeon is threatened by more powerful forces the thirst, jealousy.

Not mundane jealousy about husbands or jewelery, that would be human business. The grudge that struck the dungeon was supernatural, as the weakest of the late warriors stayed as a flaming spirit to torment her former friends. She crept in the corners until she realized that miners were digging a new training area. Mad with rage to she herself replaced by more capable fighers, she picked an inebriated miner and, turning her hands into claws, struck her in the chest.

→Miresse Mixisseesarire, Ghostly Inductee batters Gixalande Lanvecemisorire, Miner!



The miner ran screaming, holding her right breast in hope to stop the bleeding. It did not take long for the news to spread and a proper exorcism was conducted. There is no pity for the weak and the soul was pushed into hell.

→Miresse Mixisseesarire, Ghostly Inductee has been put to rest.

At least this story proves profitable:

→Geurgole Aleuremerges has become a Diagnoser.

Wrath

Padaxe was surprised to learn from the keeper of secret that there was a cache of swamp whiskey in the dungeon. The later did not dare to answer that consulting the stock list she writes all day could save her time sometimes and instead stomped out.

The mistress spent the next days walking through the long tunnels. Now she need some oily substance, the kind of lubricant that is lewd to even look at. She stopped on her tracks when she felt a tentacle creeping on her hooves, cleaning patches of dirt she collected during her stroll.

She yanked the tentacle up, examining the slime that gave these creatures such a bad reputation despite their simple desire to keep their habitat clean, and ordered the substance to be collected in a bucket. Soon the component were reunited, a negotiator was sent into the den of iniquity, and what happened next cannot really be described with words.

Ule Lafopili, Summoned Soul Swordsman has transformed into a cambion!  
Themiyi Imaayilo, Summoned Soul Swordsman has transformed into a cambion!  
Inefa Larorayali, Summoned Soul Swordsman has transformed into a cambion!  
Minaro Ilathelama, Summoned Soul Swordsman has transformed into a cambion!  
Bilalo Imaracila, Summoned Soul Swordsman has transformed into a cambion!  
Vicira Alothanisa, Summoned Soul Swordsman has transformed into a cambion!  
Alisa Vinenanino, Summoned Soul Swordsman has transformed into a cambion!  
Famime Omorete, Summoned Soul Swordsman has transformed into a cambion!  
Minaro Amizoamiya, Summoned Soul Swordsman has transformed into a cambion!  
cambion!

Distracted by this achievement, Geurole, an ambitious succubus hit Padaxe on the head with a large book, and claimed to be the grand mistress of the dungeon in front of the newly converted cambions who immediately sworn their allegiance to her.

The two would be leaders then squabbled for hours for the title and ultimately held a vote. Geurgole made plenty of empty promises while her opponent threatened those who would disavow her with a pick. Eventually all the succubi, beside a couple who forgot to deposit their voice, voted against Padaxe and the challenger successfully usurped the title. Bitter, the disgraced leader declared herself whipper and started punishing demons on the basis that they are all guilty of everything that could be done.

Afterwards, Boltgun declared herself 'Guardian of this mess' and reviewed her peers for potential archers. Finding none.

The ecstatic ex-elves initiated their training after a night of partying, drinking and mocking their respective culture. One of them made a gesture towards the prisoner staging area, 'See you soon' one of them threw at the caged humans. The succubi are excited to see the new blood in the dungeon.

And to better mock the cambions former nation, the door to their barracks is made of wood.





Further in the depth bellow, the forges never cool down. Operators took turns in heating the furnaces with their own bodies while the armor smith assembled corsets after corsets, both the lady of pain and the cambions will have their lightweight attire soon. It turns out that there is steel in stock, and so the sword dames will take their revenge on dwarves with weapons made of their holy metal.

### Greed

Out of boredom, a gemcutter let the iron clad horse from the human siege lose and pit it against the nightmares. Let's see how it goes.



In the end the horse bit the only trained nightmare in the guts before disappearing under the hooves of the herd. Both the wounded cauchemar and the dead horse are sent down to the butcher.

Meanwhile, the orcs heard of the newly build brothel and paid us a visit. That was the occasion to buy a couple of squigs and alcohol from them. As well as any stuff used underwear could buy.



The orcs noticed that the succubi stepped up with their ost and congratulated Meph for that, but warned about welcoming 'tiny puny elven babies' and 'pinky soft humies' among them. They told the attorney about a band of powerful warriors who founded a war camp called 'Peacedemonic'. The orc could not stop with their stories of 'waaagh' and 'hordes' but still bought vermin for meat.

Rumors tells about bands of succubi are roaming the lands as well, although with moderate success as one of them got eaten by her own drowspider. They claim to be emissaries for a queen. What kind of creature can bring such an undisciplined herd under her rule? Should Runjack be part of this as well? Only the future may tell.

Title: **Enough with the partying and go to work, damn it!**  
Post by: **WodanYmirthe2nd** on **January 13, 2015, 01:20:33 am**

Ucum Ostratassna has created a masterpiece!  
+The Gem Cutter Sothbod Shadudidde has organized a party at sand Table



## Granite 12, 34

*The barracks for marksmen is complete. I am going to draft those lazy fucks upstairs and make them learn how to shoot shit from afar instead of fucking around with the livestock.*

## Granite 20, 34

*The caravan from the kingdom has arrived. We've sold a lot of bone crafts for cloth, food, metal and glass.*

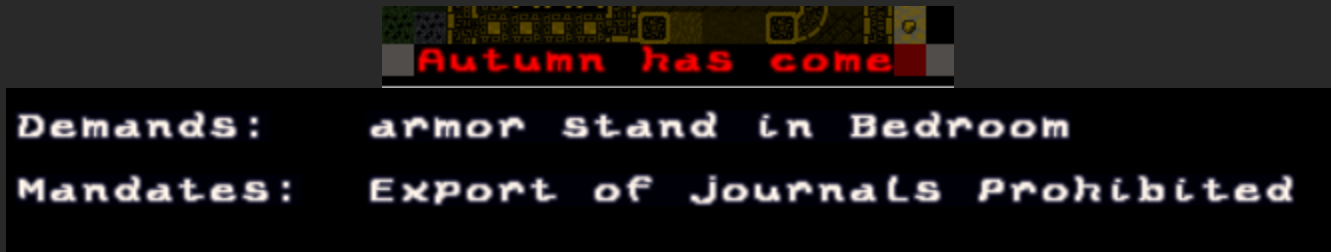


## Granite 22, 34

*Some ghost appeared just outside the walls, telling everyone that he's the spirit of the miner who was killed back then. I'd care more if the spirit was violent and stuff but since he's not doing anything aside from sitting there and looking pretty, I'll just let him remain there until someone engraves him on a tombstone.*

## Granite 30, 34

*I finally completed the blueprints for the rooftop penthouse and the second apartment. The office near the gates are too shabby and cramped anyway.*



## Limestone 1, 34

*Mayor, if you're batfuck afraid of people reading your diary, please don't include the entire population in your crusade to ban people from exporting empty books for people to use.*



## Granite 10, 34

*Thank god there are people who can still work without going downstairs to attend the party. This penthouse needs to be completed anyway.*



Title: **Re: ☀Battle of the 8 Armies☀ - Year 2 is done**  
Post by: **Boltgun** on **January 14, 2015, 11:20:47 am**

Looking towards the penthouse, will there be a pool?

Title: **Re: ☀Battle of the 8 Armies☀ - Year 2 is done**  
Post by: **WodanYmirthe2nd** on **January 14, 2015, 06:04:36 pm**

Unless I'm allowed to create a water source using DFhack, the possibilities of a rooftop pool would be extremely hard and also impractical to create (not that it would stop me from creating one). Also, I'll have to get started on making a glass industry since all that sand around the fort's pretty much wasted and I want to make sure that everyone living in the apartment has a glass window in their room. Fuel's not a problem since I'm selling raw fishes by large quantities, giving the fort an income it needs to support the guilds and all.

Title: **Re: ☀Battle of the 8 Armies☀ - Year 2 is done**  
Post by: **vjmdhzgr** on **January 14, 2015, 06:15:18 pm**

Quote from: WodanYmirthe2nd on January 14, 2015, 06:04:36 pm

Unless I'm allowed to create a water source using DFhack, the possibilities of a rooftop pool would be extremely hard and also impractical to create (not that it would stop me from creating one). Also, I'll have to get started on making a glass industry since all that sand around the fort's pretty much wasted and I want to make sure that everyone living in the apartment has a glass window in their room. Fuel's not a problem since I'm selling raw fishes by large quantities, giving the fort an income it needs to support the guilds and all.

I think to build a pool you'd want to start with a layer of walls which would become the floor to the pool. Above that build another layer of walls fully covering the old layer which would be the floor around the pool. You then need to build another layer of floors above that covering the whole area you want the pool to be, and being accessable. Then unbuild one of the walls from the middle layer, and unbuild the floor above it and bucket brigade the space with the unbuilt block to seven. Then do the same thing for an adjacent space, then two adjacent spaces, and on until it's the size you want. The reason for building the walls first is so the water doesn't evaporate because if you fill up a large space with 1 high water that water will evaporate slowly meaning you need to really hurry to fill the whole thing to level 2 before it evaporates. The floor above is so the water can be dumped into the pool properly.

Title: **Re: ☀Battle of the 8 Armies☀ - Year 2 is done**  
Post by: **WodanYmirthe2nd** on **January 14, 2015, 06:50:04 pm**

Quote from: vjmdhzgr on January 14, 2015, 06:15:18 pm

Quote from: WodanYmirthe2nd on January 14, 2015, 06:04:36 pm

Unless I'm allowed to create a water source using DFhack, the possibilities of a rooftop pool would be extremely hard and also impractical to create (not that it would stop me from creating one). Also, I'll have to get started on making a glass industry since all that sand around the fort's pretty much wasted and I want to make sure that everyone living in the apartment has a glass window in their room. Fuel's not a problem since I'm selling raw fishes by large quantities, giving the fort an income it needs to support the guilds and all.

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That's... kind of simple. Still, I'm not sure if I could pull it off since I only have two seasons left to manage the city.

Title: **Re: ☀Battle of the 8 Armies☀ - Dwarf/Succubi Player wanted for Year3 :)**  
Post by: **qorthos** on **January 14, 2015, 09:20:14 pm**

☀Dwarves☀ - Year 4, Spring.

My name is Od Stinthadastesh. I arrived in Gemclashed in the year 35. I was... unaware... of how bad things were here. At first I just thought things were a bit disorganized coming in. The defenses seemed decent, though the top workshop floor was totally wrecked. The dining hall is currently 3 sets of tables. But the bedrooms were decent: everyone has their own room. And then I stumbled down to the crypt. It is a glorious chamber with smoothed walls and floors and lines of coffins. But most of them were full. This fortress is just over 3 years old and there are dozens of dwarf corpses here.

After all of that, I headed back to the "dining hall" to have an ale. But there was no ale. Nor was there any alcohol. Or a brewery. Armok help us.

Zotir is technically still the mayor, but he's chained himself to the metalsmith's forge while yelling, "MY SWORD LORDS NEED BRONZE GREAVES". There's no sword lords in this fortress. There's not even a single military member either. However there aren't any bronze greaves either... so... you just keep on doing what you're doing Zotir. I conned some of the new dwarfs to volunteer for a fledgling military. They're fairly happy with Zotir's equipment. So that's good.

I then persuaded a couple of idle farming guild dwarfs to build a brewery and get some ale brewing. Sweet, sweet ale. It wasn't long after that before other dwarfs started asking me about how to do things. Zotir still yelling about greaves...

I think I'm in charge.

This place is screwed.

Title: **Re: ☀Battle of the 8 Armies☀ - Year 2 is done**  
Post by: **Jakob** on **January 14, 2015, 10:45:28 pm**

You're welcome for your fancy tomb :P

I wanted to engrave it but I couldn't spare enough stone workers.

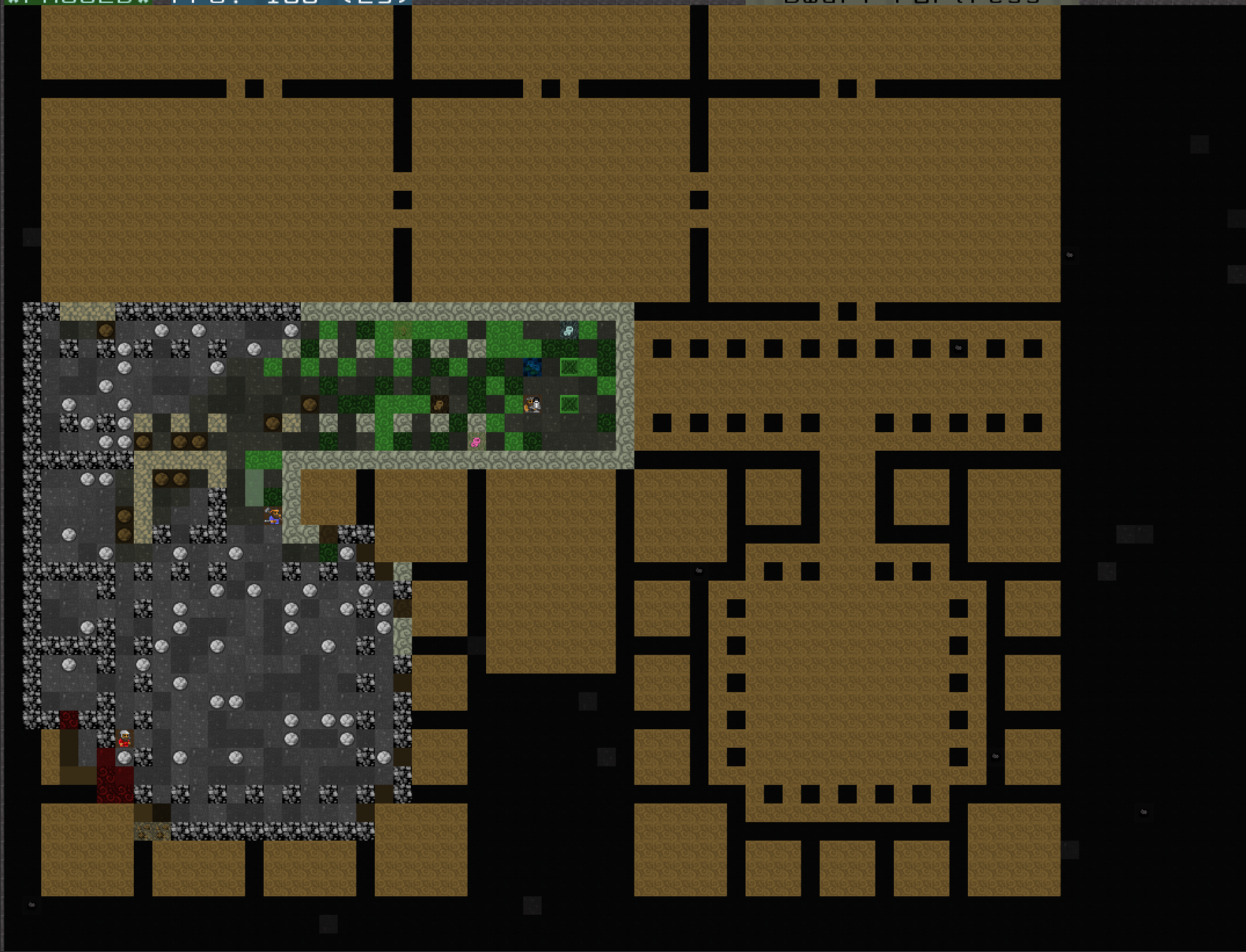
All hail Qorthos v2.

Title: **Re: ☀Battle of the 8 Armies☀ - Year 2 is done**  
Post by: **qorthos** on **January 16, 2015, 06:46:26 pm**

☀Dwarves☀ - Year 4, Summer.

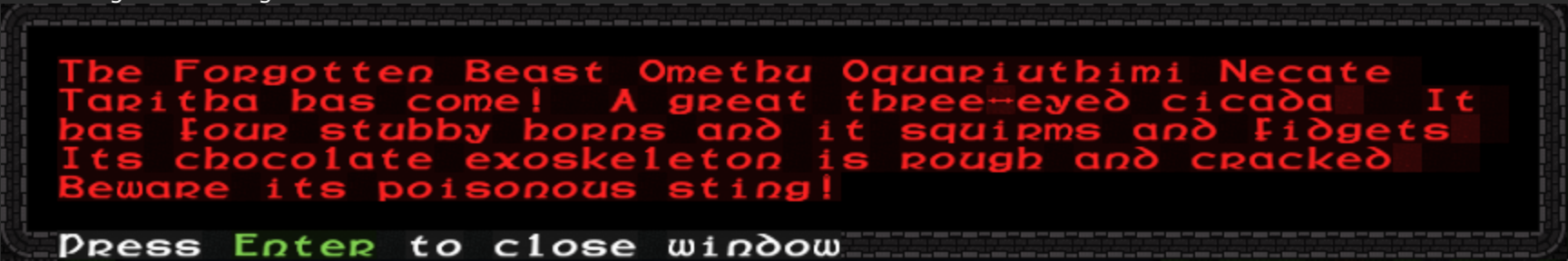
The beginning of summer was mundane. I spent some time organizing a new floor of workshops for a kitchen and tailory and making the entry courtyard a bit more regular. Regular snoozeville work to be sure, but necessary to improve our station here. This is the workshop floor under construction. It should be roomy:

Spoiler: Farm Floor (click to show/hide)



### A harmless visitor

Then we got a warning from the scouts:



It couldn't even make it through the doors in the caverns. I spent a bit more time organizing some other improvements, like a greatforge for Zotir and a monastery for a new priesthood. And that's when things started getting more exciting...

### A harmful visitor

The scouts had a new warning:



"Secure the courtyard", I yelled. "Raise the bridge, keep the dragon out!" I was running to the platform along the wall, urging everyone inside. And then Zotir came running out.

"Crossbowdwarfs to the courtyard! Axedwarfs to the courtyard! We will meet this beast and show it our metal!" Zotir yelled.

"Zotir please", I begged him. "Don't do this. We can't fight a dragon!"

"I'm mayor here!" He replied.

I fled back to the doors of the courtyard as the military came streaming out. Their bronze armor gleamed in the sunlight as they fingered their weapons. They looked expectantly towards the gate, hungry for glory. Zotir cheered them.

"Zotir, wait. That's a dragon. We can't fight it. We can't fight it and win!"

Some of the miners, just evacuating the courtyard gave me the one finger salute as they came hustling inside. "Coward", one of them muttered.

"We can fight, and we will!" Zotir screamed.

And then it walked into view. It's scaly form shimmered with heat distortions. It roared, a deep bellow so loud that my ears rung and the masonry around me trembled. Zotir took a step backwards.

"Get ready", the lead crossbowdwarf yelled.

The dragon charged across the bridge and the crossbowdwarfs unleashed their bolts. One struck true in the dragons thigh. A moment later it was across the bridge: the bolt did nothing to slow it. The crossbowdwarfs started reloading, but before they could finish the dragon covered them in dragonfire. Their screams echoed in the courtyard.

The axe dwarfs, moving in to take advantage of the dragons distraction, tried their axes against the dragon's toughed hide. One of them



succeeded in drawing blood with his axe, but was quickly crushed by a swiping blow by the dragon. The axedwarfs tried to gain successful blows on the dragon, but it was just too quick. It breathed fire across the entire courtyard, in all directions. The bridge melted, as did the the trading depot and various other structures in the courtyard. I lost sight of the axedwarfs almost immediately.

Spoiler: the burning courtyard (click to show/hide)



I pulled Zotir back inside and dropped the bar across the entrance doors. The heat was overpowering even from the other side of the door. Zotir was gibbering something his sword lords. Curious faces peaked out from behind columns and from around corners.

"Get into cover," I yelled at them. "It's coming!"

I dragged Zotir back to the hallway intersection. A moment later, the doors behind me splintered open. The dragon splintered in, determinedly squeezing itself into the squat hallway. I prepared myself to meet my maker. But instead of breathing fire upon me, it instead turned and darted up into the caverns above the fort.

I just stood there for a moment, mouth agape. Then I turned to one of the miners who gave me the one-finger salute earlier. "Don't just stand there", I told him, "collapse the ramp!"

Zotir struggled out of my grip and ran back into the forges. "MY SWORD LORDS NEED GREAVES!" he yelled.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Jakob** on **January 16, 2015, 07:54:02 pm**

Obviously afraid of the Jakobnot Line I built behind the doors. Good job surviving that one!  
  
I'll take another Dorf year.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Arcvasti** on **January 16, 2015, 11:27:41 pm**

Right, midterms approacheth. Which, in all practicality, means basically two weeks to play DF. Since I've finally mostly gotten over the frustration of losing so much work and no one else has picked up the Kobold save, I'll most likely be playing that soon. I very much doubt I'll have many tiny updates like I had earlier, at least not until I get past the point where the save got corrupted the first time I tried. I'll probably just post one huge update[One update to rule them all]. I will TRY to stick to what I did the first time as much as possible and make backups on an external drive so this doesn't hapen again.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **smakemupagus** on **January 17, 2015, 12:46:53 am**

Sounds good Arcvasti! Don't stress about getting it exactly like the other one, it's all fine however it comes out :)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **stroppycarpet** on **January 17, 2015, 09:18:34 am**

Current progress:  
  
Dwarves: year 4, incomplete (currently on summer with qorthos, page 32, 16th jan) reservation year 5: Jakob  
Orcs: year 2, complete (Xelantol is supposed to do year 3, but his last message was on page 21, on dec 26, "Awesome, if someone wants to play before I'm back in my house, just keep bumping me to the next year. Looking forward to it!" )  
So somebody else can safely take year 3, it's practically unclaimed.  
Kobolds: year 2, complete. Arcvasti could do year 3 again.  
Succubi: year 3, incomplete (currently on summer with Boltgun, page 31, 12th jan) year 4 unclaimed  
Gnomes: year 4, inclomplete (currently on summer with zack123b, page 28, 3rd jan) year 5 unclaimed  
Warlocks: year 3, incomplete (currently on autumn with Deus Asmoth, page 30, 6th jan) year 4 unclaimed  
Humans: year 4, incomplete (currently on summer with WodanYmirthe2nd, page 31, 13th jan) year 5 unclaimed  
The Hermit: year 3, complete (paulus fahlstrom, page 31, 9th jan) year 4 unclaimed  
NB: I'm not 100% sure on unclaimed status. Please double check to see if anything wasnt claimed.  
If somebody spots a mistake please point it out.

Since now it's weekend, I'm sure people will round up their years of their own accord. The storytelling makes or breaks these threads but if you have writer's block, please just wrap everything up within 7 days so the next player can keep it going.

I'd not mind to do year 3 of kobolds if arcvasti thinks it's better to devote more time on study. If you decide to do it anyway, I'd like to reserve year 4.

edit: minor grammar errors.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **stroppycarpet** on **January 17, 2015, 03:56:29 pm**

Qorthos your storytelling inspired me, I was stricken by a fey mood.

Enjoy crappy mspaint art.

Spoiler (click to show/hide)

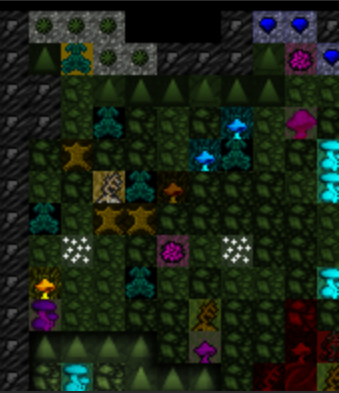


Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Boltgun** on **January 17, 2015, 04:10:08 pm**

# Succubus year 3 – autumn

## Envy

An ambush, curse them!



More vermin fills the cavern, Runjack was hosting a war between ant hives as the insects who took residence in the cave got ambushed by a rival band. Geurole hope to have them all killed before the end of the year to harvest the caverns and its resources.

This summer saw a batch of contradictory orders issued, as each important demon wanted their own palace to live in. While Geurole was writing down her wishes, Padaxe enlisted the help of a few friends to build a secret chamber to punish her rivals in.



Spirits of hell seemed pleased by this display of egoism as they possessed another succubus and gave the dungeon another artifact. It is completely useless as usual and the only memory that the crafter kept of this story is a splitting migraine.



Gurmacinde Gurmaci ndegismi ndaxe Machine operator  
has created Culixelalirme Mirmecivus a gneiss  
amulet!

Press Enter to close window

This is a gneiss amulet. All Craftsuccubusship is of the highest quality.

It is encrusted with oval gneiss cabochons and encircled with bands of oval cave fungus cabochons.

On the item is an image of succubi in pyrite. The succubi are traveling.

The artwork relates to the foundation of Runjack by The Sin of Rising of The Velvety Incests in the early spring of 31.

Boltgun has not been sharing the excitement of her peers, and moved her belongings in the old mine. Drunken succubi are sharing the wildest theories about the large amount of chain she dragged down in these dark tunnels.



As for the incompetent lady of pain, a peculiar chamber has been build for her. A twisted corridor leading to a large throne room and two narrow wings. All these constructions angered Geurole, after all she's the only one who did not get her own quarters.



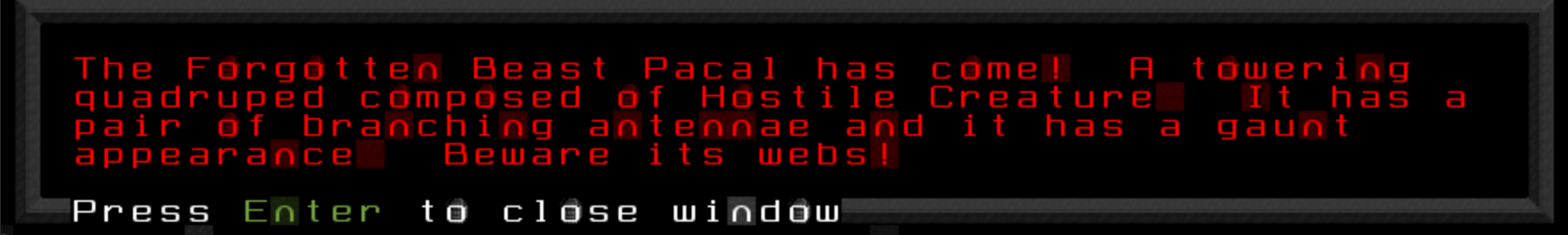
Everything would be progressing quickly if it the succubi would properly leave the dungeon after dying. Once again, a miner ran crying, holding her bleeding chest after being attacked by another lost soul. This situation has been dealt without mercy once again.



→Midaceri Aliculalicule, Ghostly Whip Dame has been put to rest.

## Pride

A terrible danger rose to threaten the dungon.



No, not forgotten beasts, it's just fun for the ants.

|              |      |       |     |
|--------------|------|-------|-----|
| Food Stores: |      | 261   |     |
| Meat         | None | Seeds | 110 |
| Fish         | 12   | Drink | 49  |
| Plant        | 6    | Other | 84  |

The food stock are not looking good, succubi had to pull plants out of the ground in hope to live through the winter. It pains the mistress but the servants slaving at the shower pumps will have to go and fill the gaps.

It turns out that the dungeon hes no butcher shop! One has been added near the refuse and the unluckiest ones has been appointed as hunters.

On the good side of the news, it seems that alcohol is properly making the workers crazy as they report hallucinations.  
→Esarere Palaremisore, Ghostly Spear Dame has been found dead.

It is vital that Runjack attracts more migrant, hopefully a band of succubi merchants just reached the main corridors. After giving some riches, word will spread to the word th



Whatever.

The merchants running away from the smoke marks the end of autumn. And the residents of Runjack are getting hungry.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **than402** on **January 17, 2015, 04:51:04 pm**

come on, Boltgun, I was waiting for Lust :P

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **qorthos** on **January 17, 2015, 06:44:25 pm**

Quote from: Jakob on January 16, 2015, 07:54:02 pm  
Obviously afraid of the Jakobnot Line I built behind the doors. Good job surviving that one!  
I'll take another Dorf year.

He actually went past the traps with absolutely no trouble. I was... concerned that I was going to lose the fort.

Quote from: stroppycarpet on January 17, 2015, 03:56:29 pm  
Qorthos your storytelling inspired me, I was stricken by a fey mood.  
  
Enjoy crappy mspaint art.  
  
Spoiler (click to show/hide)





Awesome! :D

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **smakemupagus** on **January 17, 2015, 11:05:48 pm**

Thanks for compiling the status summary Stroppycarpet :)

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Deus Asmoth** on **January 18, 2015, 12:00:48 am**

Sorry, I kind of goofed on this.

**Warlocks, Winter of Year 3**

Deus' Log, 20th of Timber:  
A gemcutter stole a few of those strange blue stones that we found in the mines earlier and used them to create... a barrel.  
[Spoiler](#) (click to show/hide)

```
This is a tear of armok barrel. All Craftsmanship is of the highest quality.
It is decorated with leather and smooth wood and encircled with bands of oval
black ethereal cabochons.

On the item is an image of a maple in tear of armok.

On the item is an image of Almeyu Scratchedshower the warlock and The Boarded
Spatter the marble abacus in tear of armok. Almeyu Scratchedshower is raising The
Boarded Spatter.

The artwork relates to the creation of The Boarded Spatter in Chainedentrails by
the warlock Almeyu Scratchedshower in the midspring of 32.

On the item is an image of Tezfor Mellowblots the sky giant and warlocks in tear
of armok. Tezfor Mellowblots is surrounded by the warlocks.

The artwork relates to the selection of the sky giant Tezfor Mellowblots to the
position of master sorceress of The Teal Murder in the early summer of 1.

On the item is an image of a in chitin.

On the item is an image of Jerb Earnaughty the warlock in wool. Jerb Earnaughty
is making a plaintive gesture.

The artwork relates to the drowning of the warlock Jerb Earnaughty in
Chainedentrails in the midspring of 32.
```

I'm told that it doesn't magically refill or anything, and the fact that it's called the Pear of Rotting makes me unwilling to store actual food in it, so I'm not sure what we're going to do with it.

Perhaps in response to our newfound barrel, a bunch of raccoons showed up at the gates, only to run away when they realised we could see them.

10th of Moonstone:  
I'm attempting to get some medical supplies made, but we seem to not have any wood available to make crutches and the like with, so I'm going down into the caves to exterminate anything that might interrupt our wood cutters.

25th of Moonstone:  
The caves are clear. Wood chopping commences.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **IndigoFenix** on **January 18, 2015, 12:50:22 am**

"A towering quadruped composed of Hostile Creature."

You know, in some ways, I'm going to miss this bug.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**

Post by: **Boltgun** on **January 18, 2015, 04:14:09 am**

Quote from: IndigoFenix on January 18, 2015, 12:50:22 am

"A towering quadruped composed of Hostile Creature."

You know, in some ways, I'm going to miss this bug.

I'll miss the badly broken preferences too.

Quote from: than402 on January 17, 2015, 04:51:04 pm

come on, Boltgun, I was waiting for Lust :P

Of course I'm keeping lust for the last.

Edit: ~~I almost finished my year but I got a bug with humans, I'm trying to fix that with dfhack before posting it.~~ Actually it's entirely logical and I'll leave it there for fun. Writing up the year.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**

Post by: **qorthos** on **January 18, 2015, 06:04:15 pm**

## ☼Dwarves☼ - Year 4, Fall and Winter

### Uninvited Guest

The dragon Lahde Veijariroyhelo is still stuck in the cavern above the fortress. Late at night, when the forges grow quiet and the drunkards in the meeting hall have dispersed, I can hear the dragon. It's claws raking across rough stone floor send shivers down my spine. Like a ghost in a tomb, the dragons noise haunts us. I worry that the walls we've erected aren't immune to fireproof, and that if he wanted, he could melt his way out. But for now, he is saving his breath.



The ash in the courtyard was... difficult... to clean up as some of it is the cremated remains of fellow dwarfs. Two dwarfs were completely incinerated. The only thing to mark where they had stood was a shadow of ash on the wall and bronze greaves laying in the dirt.

Rebuilding the courtyard (and the wood stockpile within) has been our first priority. But before the trading depot was finished, a caravan from the mountain home arrived...

### Traders

A gray haired dwarf named Urist met us in the courtyard. He wore silk clothing and gold jewelry. Perhaps a noble of some sort.

"Are you in charge here?" He asked me after a brief survey of the damage.

"I am," I replied. "My name is Od. I've been leading this fort for 9 months now"

Urist snorted. "And it appears that you have done a... wonderful... job. And who led before you?"

"Zotir, the armorer."

"Very well, I must meet with him immediately."

"As you wish. I must warn you though, Zotir has been somewhat unstable of late. You may find him difficult to interact with."

"Save me your prattle, Od."

We found Zotir in his workshop, polishing a new set of bronze greaves. He turned towards us and smiled, the crazy light that normally burned so brightly in eyes gone. Urist and Zotir shook hands, and then Urist turned towards me and dismissed me.

Later that evening, in front of the the entire fortress assembled in the meeting hall, Urist announced that Zotir's good works in Gemclashed had been noticed by the Mountainhome, and that as a reward for estabalishing a new, successful fortress, Zotir had been raised to Baron.

I managed to avoid vocalizing my groans.

### The Hive

It was mid-winter, several months into Zotir's "reign", when word reached me that a mason in the caverns had been pestering a wood cutter. I went down with our four military dwarfs, two axe dwarfs, two crossbow dwarfs, and confronted the beast. One of the crossbow dwarfs only had one bolt, the other didn't even bother bringing a quiver... or a crossbow... The drone descended on them and bashed them with an iron shield. The axe dwarfs moved in to cover their ranged friends, and were similarly bashed. Once the dwarfs were knocked unconscious, the drone floated away.

I think we need a better military.



Fortress Summary

Spoiler: [Image Heavy](#) (click to show/hide)  
Level 100: Top level workshops, courtyard, dining and training.



Level 98: Kitchens and underground farms





Level 95: Bedrooms



Level 94: Tombs  
[img]http://i.imgur.com/oEvexH5.png[img]

Spoiler: Stocks Overview (click to show/hide)

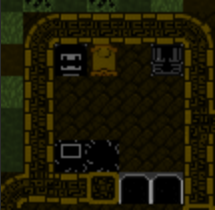
|                         |  |           |  |                |  |  |  |
|-------------------------|--|-----------|--|----------------|--|--|--|
| Created Wealth: 765825# |  |           |  | Population: 62 |  |  |  |
| Weapons: 1566#          |  |           |  |                |  |  |  |
| Armor and Garb: 11414#  |  |           |  |                |  |  |  |
| Furniture: 122815#      |  |           |  |                |  |  |  |
| Other Objects: 210507#  |  |           |  |                |  |  |  |
| Architecture: 213934#   |  |           |  |                |  |  |  |
| Displayed: 200059#      |  |           |  |                |  |  |  |
| Held/Worn: 5530#        |  |           |  |                |  |  |  |
| Imported Wealth: 34794# |  |           |  |                |  |  |  |
| Exported Wealth: 17665# |  |           |  |                |  |  |  |
| Food Stores: 1470       |  |           |  |                |  |  |  |
| Meat 128                |  | Seeds 684 |  |                |  |  |  |
| Fish 59                 |  | Drink 145 |  |                |  |  |  |
| Plant 209               |  | Other 245 |  |                |  |  |  |
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| Dwarf Fortress                                                |                     |
|---------------------------------------------------------------|---------------------|
| FPS: 100 (29)                                                 |                     |
| Dwarf Fortress                                                |                     |
| Citizens (62)                                                 | Pets/Livestock (12) |
| Others (36)                                                   | Dead/Missing (148)  |
| Nith                                                          |                     |
| One Misidiluselelive, Succubus Thief                          | Deceased            |
| Coatl                                                         | Deceased            |
| Stray Cannon (Tame)                                           | Deceased            |
| Stray Drake (Tame)                                            | Missing             |
| Stray Drake (Tame)                                            | Missing             |
| Stray Drake (Tame)                                            | Missing             |
| Omothu Oquariuthimi Necate Taritha, Forgotten Beast           | Deceased            |
| Gray Langur                                                   | Deceased            |
| Gray Langur                                                   | Deceased            |
| Omtallogem, Gray Langur                                       | Deceased            |
| Gray Langur                                                   | Deceased            |
| Gray Langur                                                   | Deceased            |
| Olan Sheadbanik, T-Fighters                                   | Deceased            |
| Vakist Sulusernam, Dwarven Baby                               | Deceased            |
| Stray Stag Dewbeetle (Tame)                                   | Deceased            |
| Stray Woolly Mountain Goat (Tame)                             | Missing             |
| Adder                                                         | Deceased            |
| Adder                                                         | Deceased            |
| Adder                                                         | Deceased            |
| Becor Soqsharsid, T-Fighters                                  | Deceased            |
| Adder                                                         | Deceased            |
| Stray Boozebelly Goat (Tame)                                  | Deceased            |
| Rattlesnake                                                   | Deceased            |
| Rattlesnake                                                   | Deceased            |
| Amost Monangdeduk, T-Fighters                                 | Deceased            |
| Oxotl Onulossut, Dwarven Child                                | Deceased            |
| Stukos Vathkudust, T-Fighters                                 | Deceased            |
| Asl Ledmagel, T-Crossbows                                     | Deceased            |
| Stray Mountain Tussock (Tame)                                 | Deceased            |
| Limul Zamnuthreithar, Mason                                   | Deceased            |
| Shorast Umozabshoth, Archeologist                             | Deceased            |
| Itur Monuzshegum, Peasant                                     | Deceased            |
| Sodel Desqirelcur, Badgerdog Pup (Tame)                       | Deceased            |
| Skunk                                                         | Deceased            |
| Skunk                                                         | Deceased            |
| Coral Snake                                                   | Deceased            |
| Tobul Omolsarek, Dwarven Baby                                 | Deceased            |
| Udir Dumlastesh, Dwarven Baby                                 | Deceased            |
| Giant Roach                                                   | Deceased            |
| Giant Roach                                                   | Deceased            |
| Gelhalek, Giant Roach                                         | Deceased            |
| Giant Roach                                                   | Deceased            |
| Giant Roach                                                   | Deceased            |
| Fela Rverananatha, Forest Giant                               | Deceased            |
| Black Bear                                                    | Deceased            |
| Black Bear                                                    | Deceased            |
| Black Bear                                                    | Deceased            |
| Dark Sprite                                                   | Deceased            |
| Ighit Angzakkabat, Dwarven Baby                               | Deceased            |
| Bomrek Legankosak, Cook                                       | Deceased            |
| Asmon Misosed, Butcher                                        | Deceased            |
| Od Shomadadil, Bone Doctor                                    | Deceased            |
| Stray Cave Beetle (Tame)                                      | Deceased            |
| Nobgost Kisatlibash, Woodcrafter                              | Deceased            |
| Itur Doreningish, Werewolf Engineer                           | Deceased            |
| Thoclitsholid, Forest Spider                                  | Deceased            |
| Forest Spider                                                 | Deceased            |
| Forest Spider                                                 | Deceased            |
| v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Manager, r: Remy Cre |                     |
| l: Manage labors (DFHack) s: Search                           |                     |

| Dwarf Fortress                                                |                     |
|---------------------------------------------------------------|---------------------|
| FPS: 99 (27)                                                  |                     |
| Dwarf Fortress                                                |                     |
| Citizens (62)                                                 | Pets/Livestock (12) |
| Others (36)                                                   | Dead/Missing (148)  |
| Gray Langur                                                   |                     |
| Gray Langur                                                   | Deceased            |
| Gray Langur                                                   | Deceased            |
| Gray Langur                                                   | Deceased            |
| Gray Langur                                                   | Deceased            |
| Gray Langur                                                   | Deceased            |
| Gray Langur                                                   | Deceased            |
| Gray Langur                                                   | Deceased            |
| Gray Langur                                                   | Deceased            |
| Coyote                                                        | Deceased            |
| Coyote                                                        | Deceased            |
| Coyote                                                        | Deceased            |
| Dumat Bomrekogik, Herbalist                                   | Deceased            |
| Rakust Okbodakpul, Recruit                                    | Deceased            |
| Bim Gudoszas, Gem Cutter                                      | Deceased            |
| Kor Stegethoklit, *Guard Recruit*                             | Deceased            |
| Dugan Kobdushig, Scribe                                       | Deceased            |
| Tazuk Zamnuthsizin, Hivekeeper                                | Deceased            |
| Lakum Iezadkosh, Leatherwing Bat (Tame)                       | Deceased            |
| Stray Changeling Breeder (Tame)                               | Deceased            |
| Klor Alisgikut, Stoneworker                                   | Deceased            |
| Geshud Kolathair, *Fisher*                                    | Deceased            |
| Kol Litastenkos, Farmworker                                   | Deceased            |
| Erith Stodirberath, Bone Carver                               | Deceased            |
| Shulmik Niladesh, Werewolf                                    | Deceased            |
| Fel Bolodolir, A-Animal Caretaker                             | Deceased            |
| Sibrek It, Dumikot, Fishery Worker                            | Deceased            |
| As Ollaranist, *Farmer*                                       | Deceased            |
| Shedim Ceshfoikatdir, Suture                                  | Deceased            |
| Thabum Abandolush, Dwarven Child                              | Deceased            |
| Zotir Tazukingul, Peasant                                     | Deceased            |
| Ineth Glibbokosh, Armorer                                     | Deceased            |
| Likot Ushangthetust, Stray Bearded Cavernkeet (Tame)          | Deceased            |
| Kubuk Omthelarel, Archeologist                                | Deceased            |
| Lolok Medlobkosak, Butcher                                    | Deceased            |
| Deduk Zegthulom, Beast Dissector                              | Deceased            |
| Sibrek Dibcuggan, *Guard Recruit*                             | Deceased            |
| Lor Iizaginesleth, Hunter                                     | Deceased            |
| Umom, Ningalir, Peasant                                       | Deceased            |
| Mazuth Gungarungus, Oven operator                             | Deceased            |
| Stinihad Nikotligbit Likoldum Lorbam, Stoneworker             | Deceased            |
| Sulus Anbomrek, Stoneworker                                   | Deceased            |
| Erush Ekurongos, T-Crossbows                                  | Deceased            |
| Lorbam Edodstukos, Recruit                                    | Deceased            |
| Stray Mountain Tussock Bull (Tame)                            | Deceased            |
| Stray Boozebelly Goat Kid (Tame)                              | Deceased            |
| Domas Sarveshmeng, Fish Cleaner                               | Deceased            |
| Mosus Zamnuththos, Toolmaker                                  | Deceased            |
| Nith Baby                                                     | Deceased            |
| Nith Child                                                    | Deceased            |
| Nith Child                                                    | Deceased            |
| Nith Baby                                                     | Deceased            |
| Stray Mountain Tussock (Tame)                                 | Deceased            |
| Nith Child                                                    | Deceased            |
| Kolad Nethgonshomad, M-Smelter                                | Deceased            |
| Sosh Zikelshedim, Dwarven Child                               | Deceased            |
| Cuggan Tudrugnil, S-Mason                                     | Deceased            |
| Inod Bashomzusl, F-Farmer                                     | Deceased            |
| Lolok Rovodsaneb, F-Farmer                                    | Deceased            |
| Amost Umarimush Isenstegeth Libash, C-Cloth                   | Deceased            |
| v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Manager, r: Remy Cre |                     |
| l: Manage labors (DFHack) s: Search                           |                     |

| Dwarf Fortress                                                |                     |
|---------------------------------------------------------------|---------------------|
| FPS: 100 (29)                                                 |                     |
| Dwarf Fortress                                                |                     |
| Citizens (62)                                                 | Pets/Livestock (12) |
| Others (36)                                                   | Dead/Missing (148)  |
| Stray Boozebelly Goat Kid (Tame)                              |                     |
| Nesteth Umrilrisid, J-Glassmaker                              | Deceased            |
| Goden Unilob, W-Cutter                                        | Deceased            |
| Kulet Alronkod, A-Engineer                                    | Deceased            |
| Rennas Ouztholliq, M-Weapons                                  | Deceased            |
| Zaneg Shadmalvath, W-Bowyer                                   | Deceased            |
| Longhorn Cow                                                  | Deceased            |
| Stray Mountain Tussock (Tame)                                 | Deceased            |
| Stray Mountain Tussock Bull (Tame)                            | Deceased            |
| Stray Leatherwing Bat (Tame)                                  | Deceased            |
| Stray Leatherwing Bat (Tame)                                  | Deceased            |
| Stray Leatherwing Bat (Tame)                                  | Deceased            |
| Kilrud Spdzulbanik, S-Mason                                   | Deceased            |
| Nil Lurinel, S-Miner                                          | Deceased            |
| Takulh Gosmersalneng, Farmer                                  | Deceased            |
| Qorthos Mesushat, M-Armor                                     | Deceased            |
| Lor Monomodgub, S-Miner                                       | Deceased            |
| Saneb Gomomsibrek, T-Crossbowdor                              | Deceased            |
| Medlob Elikmothram, W-Carpenter                               | Deceased            |
| Lubus, Worker Hivefighter                                     | Deceased            |
| Frathlakis, Worker Hivefighter                                | Deceased            |
| Nith                                                          | Deceased            |
| Nith                                                          | Deceased            |
| Nith                                                          | Deceased            |
| Nith                                                          | Deceased            |
| Nith                                                          | Deceased            |
| Nith                                                          | Deceased            |
| v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Manager, r: Remy Cre |                     |
| l: Manage labors (DFHack) s: Search                           |                     |



Limestone 22, 34

I've taken up position as the Apartment Landlord and take residence at the ground floor. Good thing about it is that my room's well-furnished. Bad thing about my room is that I can hear those slackers above me partying like there's no tomorrow.



Limestone 30, 34

The ungrateful asshole of a mayor said that the room's not too luxurious enough for him to live and do his work into. Well excuse me for not having any gold, silver or any precious metal in this fort to use as your throne, you mandate spewing asshole.

Sandstone 5, 34

Some merchants from the capital came by to fix a deal after ignoring us for too long.

| Trade Agreement with Otngegil |       |          |
|-------------------------------|-------|----------|
| Good                          | Price | Priority |
| blocks                        | 19200 | --:0:0   |
| goblets                       | 18300 | --:0:0   |
| splints                       | 16500 | -:0:-    |
| anvils                        | 18300 | --:0:0   |
| ivory/tooth figurines         | 17800 | --:0:0   |
| drinks                        | 19600 | --:0:0   |
| hourglassss                   | 13100 | :0:-     |
| legwear                       | 21200 | --:-:0   |
| tools                         | 15600 | -:0:-    |
| scabbards                     | 18000 | --:0:0   |

| Trade Agreement with Otngegil |       |          |
|-------------------------------|-------|----------|
| Good                          | Price | Priority |
| war hammers                   | 15700 | -:0:-    |
| handwear                      | 19400 | --:0:0   |
| seeds                         | 13900 | :0:-     |
| yarn journals                 | 15700 | -:0:-    |
| abacuss                       | 16800 | --:0:0   |
| footwear                      | 16400 | -:0:-    |
| ammunition                    | 13400 | :0:-     |
| legwear                       | 19400 | --:0:0   |
| amulets                       | 16200 | -:0:-    |
| figurines                     | 13700 | :0:-     |
| windows                       | 13900 | :0:-     |

Sandstone 6, 34

Two Import/Export deals after four years of being ignored. Fun.





Sandstone 17, 34

A Clothier Guildsman set up shop here. Apparently, those merchants blabbed to everyone back at home that we need clothes real bad.

misplaced  
The Weaponsmith Ases Hustratestri has organized a party at sand Table



Sandstone 24, 34

I hate this place... I really hate this place...



Timber 12, 34

A dwarf and a human came by to set up shop at the stalls.

Winter is coming!

During the dawn of winter.

An ambush! Curse them!

Esasile Gavelescoliris Succubus Mac Dm Invader  
Midaceri Macululesaxecie Succubs Mc Dm Invader  
Mueiceri Misavithmerirourn ScCBS Mc Dm Invader  
Mocora Pedasmisirel Succubus Mace Dame Invader  
Gaveles Axasixemiseuredus Succbs Mc Dm Invader  
Mixel Cesicoureaxal Succubus Mace Dame Invader  
Polonde Misasiealore Succubus Axe Dame Invader

At first I was like: "OHSHITOHSHITOHSHITOHSHITOHSHITOHSHITPULLEVERNAOBEFORETHEYSEXUSALL!"

Ag Idoasa Wuspinwoge Ag Strayingmeteors the Cradled Ancients The Jack

Ag Idoasa Wuspinwoge has been quite content lately. He was woken by noise while sleeping lately. He slept in a very good bedroom recently. He was upset to be wearing old clothing lately. He had a satisfying sparring session recently. He admired a fine Table lately. He has been attacked lately. He took joy in slaughter lately. He was caught in the rain recently.

He is romantically involved with Bearkiller. Spatterlured. He is a dubious worshipper of Ume the Autumnal Gill and a worshipper of Ume the Autumnal Gill. He is a citizen of The Yauning Union. He is a member of The Barbed Bands. He is an enemy of The Fed Hug. He is the former military commander of The Barbed Bands. He is the former caravan leader of The Barbed Bands. He arrived at Xugothuro on the 1st of Granite in the year 31.

He has the appearance of somebody that is thirty-six years old and is one of the first of his kind.

His right shin is bruised.

He is broad and muscular. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is arranged in double braids. His medium-length hair is tied in a pony tail. His nose is sharply hooked. His dark green eyes are protruding. He has very low cheekbones. His nose bridge is concave. His somewhat broad ears are somewhat splayed out. His skin is raw umber. His left foot bears the marks of old wounds, including a massive straight scar.

He is absolutely inexhaustible and strong, but he is clumsy.

Ag Idoasa Wuspinwoge likes gypsum plaster, rusty iron, GEHS, steeloak wood, crystal glass, the color chartreuse, coffins, animal traps, horses for their powerful kick and stoat men for their ability to take down large prey. When possible, he prefers to consume giant jaguar, longland bread and armok's wine. He absolutely detests flies.

He has a great deal of patience, a great memory, a sharp intellect, a great feel for the surrounding space and a good feel for social relationships, but he has an iffy sense for music, bad intuition and a very bad sense of empathy.

He is slow to anger. He doesn't often experience strong cravings or urges. He does not have a great aesthetic sensitivity. He is open-minded to new ideas. He does not go out of his way to help others. He is willing to compromise with others. He has a certain stare for when he gets annoyed. He likes working outdoors and grumbles only mildly at inclement weather. He is a hardened individual.

A medium-sized creature prone to great ambition. The folk of men is a great one. They build mighty cities and roads, fortresses and castles. Having an intrepid mind they invented firearms and trade muskets or pistols, even handcannons. Be sure to stay on their side, otherwise a guard squadron will be sent to punish you for your crimes against the empire.

Until this guy happened to be outside and not partying like the rest of the fuckwits back at my apartment.

|          |           |             |          |      |      |          |
|----------|-----------|-------------|----------|------|------|----------|
| Esasile  | Gaveles   | scolliris   | Succubus | Mac  | Dm   | Deceased |
| Midaceri | Maculules | saxecie     | Sucubbs  | Mc   | Dm   | Deceased |
| Mueiceri | Misavith  | merirourm   | Scbbs    | Mc   | Dm   | Deceased |
| Mocora   | Pedasmis  | sirel       | Succubus | Mace | Dame | Deceased |
| Gaveles  | Axasix    | emiseuredus | Succbs   | Mc   | Dm   | Deceased |
| Mixel    | Cesicoure | axal        | Succubus | Mace | Dame | Deceased |
| Polonde  | Misasio   | alore       | Succubus | Axe  | Dame | Deceased |

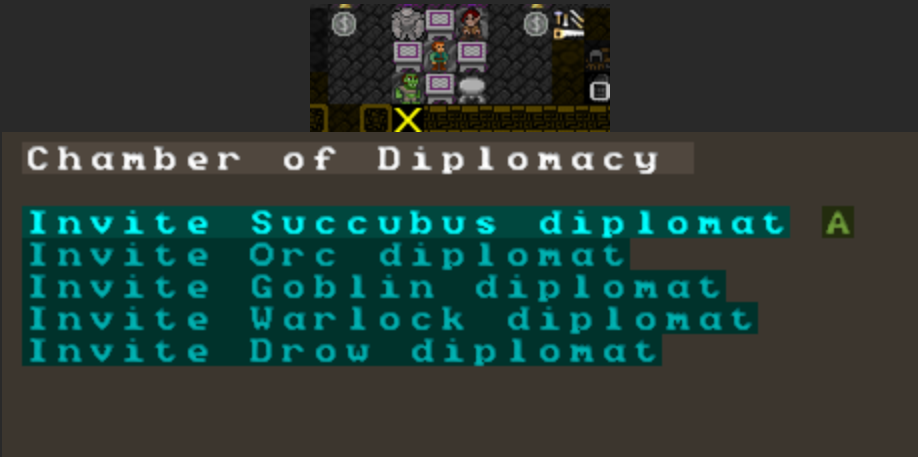
Rape Ending averted! Thank you Ag, I want to have your babies!

The entire Moonstone, 34

We celebrated for a months because we're not going to become Succubus sex slaves and Ag took them all out before they could even come into the gates. Best part of it is that Ag's barely injured during the fight and the only casualty is a miner. Now that's something that all of us should celebrate!

Opal 5, 34

We're making a lot of progress in getting everyone a place to sleep. Half of the village's residents have rooms on their own and another apartment is on its way to completion. Progress, baby!



Opal 28, 34

Diplomat's table is complete. Now all I need to do now is to call for other diplomats from other races and declare neutrality on our place.



Obsidian 34 up to Granite 1, 35

Aside from a Gnome Caravan appearing and someone partying again, nothing much happened!

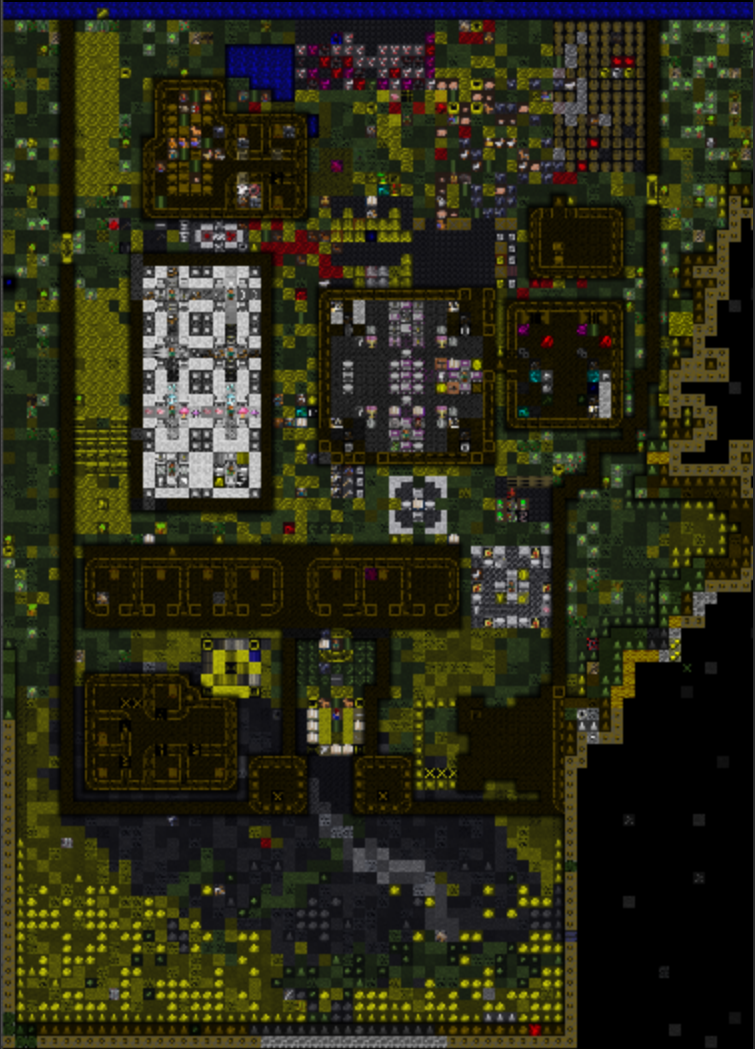
Welp, that's the end of Year 4 Humans. Here's the save:

<http://www.mediafire.com/download/ienbuo26ka927om/Battle+of+the+8+Armi-Humans+Y5.rar>

And here's the fort's map overview:

[Spoiler](#) (click to show/hide)















I'll post the fort's wealth charts and death list later. I still have classes to do.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Deus Asmoth** on **January 18, 2015, 07:24:46 pm**

**Warlocks, Winter of Year 3**

30th of Moonstone:  
One of our zombies has been possessed. I didn't know that could happen.

14th of Opal:  
Zombie has created Distractingcoupled the Silkiness of Adventures, a bone chain! I think he got the idea for the name from a picture of some succubi he saw.  
Spoiler (click to show/hide)

```
EporistFPS: 150 (30)id, •Distractingcoupled the Silkness of Advntrs•, a bn
This is a bone chain. All Craftsmanship is of the highest quality.
It is decorated with bone and encircled with bands of aluminum.
This object is adorned with hanging rings of leather and menaces with spikes of
rock crystal and leather.
On the item is an image of The Pear of Rotting the Rendered Fat Barrel (tear of
armok) <#1> in rare silk.
```

20th of Opal:  
I've finally managed to get the doctors to actually treat the patients in the hospital! Still no idea how anything in the place is worth, though.

1st of Obsidian:  
I got to eat a few more souls today. I don't think that the others approve of my actions, though.



I think I was a bit out of my depth with the warlocks, not having played them much before. Hence the badly written updates. Still, the place is in slightly better shape than I found it in and there's room to build every section of a library in the topmost level.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **stroppycarpet** on **January 19, 2015, 06:23:42 am**

Quote from: smakemupagus on January 17, 2015, 11:05:48 pm  
Thanks for compiling the status summary Stroppycarpet :)

no problem, I saw that the thread's activity was dwindling and my guess as to why, was that it wasn't exactly clear what races had been completed and what races were behind on schedule.

I've taken the liberty of downloading the warlock save and starting with it, since nobody has reserved it. Updates to follow soon.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **stroppycarpet** on **January 19, 2015, 11:29:32 am**

## Warlocks

### 13th obsidian, 33, late winter.

Mestenu AfflictSmiths slowly opened his eyes, the burry shapes around him gaining focus. His spatial awareness returned to him, and he tried to puzzle out where he was.  
He was sitting cross-legged in the middle of a runic circle surrounded by pillars. The faint sound of running water was nearby. As he strained to remember, the runes started to look more familliar. Yes, this was an ethereal forge, he had up till recently been summoning a large deal of ethereal blocks.

Spoiler (click to show/hide)



the top level, underneath these workshops are rooms.

| Dwarf Fortress                                 |                    |             |                                 |
|------------------------------------------------|--------------------|-------------|---------------------------------|
| Citizens (30)                                  | Pets/Livestock (0) | Others (10) | Dead/Missing (76)               |
| Shambling Skeleton, Miner                      |                    |             | Dig                             |
| Shambling Skeleton, Miner                      |                    |             | Store Item in Stockpile         |
| Kreysetal Semjewfaha, Gem Setter               |                    |             | On Break                        |
| Almeyu Neut Sferdsh, steward                   |                    |             | Try to attract lost souls(3%)/R |
| Teshewyh Herjseyh, Necromancer                 |                    |             | Dig                             |
| Leghez Almeyumeftoru Treu, overlord *Overlord* |                    |             | Command minions to kidnap!      |
| Bwem Mdekhealshab, Necromancer                 |                    |             | Collect Webs                    |
| Setar Tekhebtued, Necromancer                  |                    |             | Dig                             |
| Bred Hedadawheshey, Necromancer                |                    |             | No Job                          |
| Mestenu Tesgebsemyeth, Necromancer             |                    |             | Summon black ethereal blocks/R  |
| Dent Mshe Wwemlwh, Necromancer                 |                    |             | No Job                          |
| Mwezfeyn Demytayer, Necromancer                |                    |             | Place Item in Tomb              |
| Selb Jwrebt, Necromancer                       |                    |             | Dig                             |
| Alzam Ghebarkateb, Butcher                     |                    |             | Sleep                           |
| 'Deus' Tel Themtedwes, Lady of Bones           |                    |             | Individual Combat Drill         |
| *Zippo*, Zombie                                |                    |             | No Job                          |
| *Zombie*, Zombie                               |                    |             | No Job                          |
| *Zombie*, Zombie                               |                    |             | Cut rough tree/trunk            |
| *Zombie*, Zombie                               |                    |             | Summon black ethereal blocks/R  |
| *Zombie*, Zombie                               |                    |             | Dig                             |
| *Zombie*, Zombie                               |                    |             | Dig                             |
| *Zombie*, Zombie                               |                    |             | Dig                             |
| *Zombie*, Zombie                               |                    |             | Summon black ethereal blocks/R  |
| *Zombie*, Zombie                               |                    |             | Make bone Crafts/R              |
| *Zombie*, Zombie                               |                    |             | Dig                             |
| *Zombie*, Zombie                               |                    |             | Store Item in Stockpile         |
| *Zombie*, Zombie                               |                    |             | Dig                             |
| *Zombie*, Zombie                               |                    |             | Fish                            |
| *Zombie*, Zombie                               |                    |             | Pickup Equipment                |
| *Zombie*, Zombie                               |                    |             | No Job                          |

current job list

Some warlocks, like Mestenu, had developed a trick in their everlasting quest for more magical prowess. When an individual that had been previously mortal learns the secrets of death and life and starts to live for such a long time, apathy and boredom start to take over. The years seem to pass faster and faster, wits become slower, movement becomes sluggish. Until eventually all one can manage to do is remain in bed and meditate while the frail body dehydrates and starves.

Instead of succumbing to that fate, Mestenu consciously entered a trance like state, so that he could regenerate his mind. Meanwhile, the other warlocks would try to incite him to follow commands and do simple tasks. While this was mildly humiliating, he agreed that they had a point, it was better than to just be another mouth to feed without contributing.

As he got up and inspected the structures nearby him, he patted down his clothes. They had ripped and worn down in several places over time. While he did not care much about his appearance, he cared much greater deal about the contents of the hidden pockets inside his robe's sleeves. Luckily, they were still there.

He produced a small flask of whip vine wine and started to sip it, walking down to his room. He started to piece together their situation, observing the strange construction floating above the river, and by using his limited control over telepathy. He managed sense the amount of wildlife and warlocks, including the overall moods of the latter. Accessing the knowledge and short term memory of the zombies also proved useful.

Suddenly, Mestenu clutched his head as it seemed to split open in pain. The flask with wine came clattering to the ground. It felt as if a hot iron nail was being driven through his forehead. A telepathic link between his and somebody else's mind was being formed. And unlike the painless variant of this spell, whoever was on the other side was not waiting for his acceptance of the linkage, rather trying to overpower his mental defenses from the get-go. The defenses and protective spells in question melted in an instant, and from the sheer amount of magical power Mestenu knew full well who was behind this mental attack: the overlord. After all, an overlord does not ask for meetings, parley or counsel, he demands them.

O-"Mestenu Tesyebsemyeth, you have awakened from your slumber."

-M"Yes, overlord."

O-"Good. Tell me, Mestenu, what do you make of the situation?"

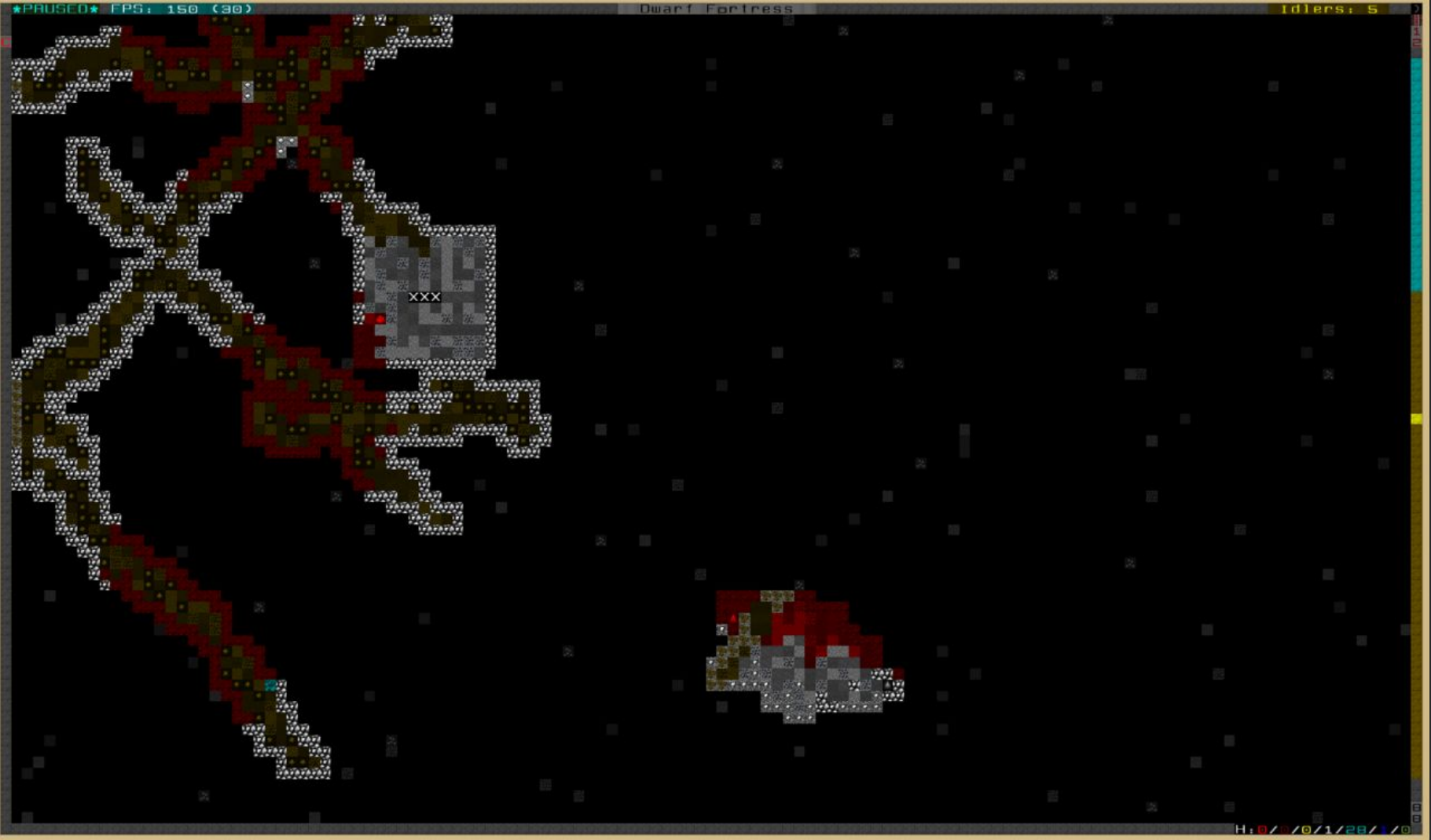
M-"Mestenu paused, and pondered for a moment. Our current needs are met, but the immediate future is dire. Our military might is composed of three promising fighters and a fledgeling militia. Our structures above the river are vulnerable to both skirmishers on the north shore and from flying attackers. Not to mention that our foodstores are located outside our fortification. We have a few structures underground, where the mining operation proceeds swiftly. For reasons unknown to me, stairways were built to reach the caverns below while a perfectly viable natural rampway was shunned, even though it provides the same level of security to possible cavedwellers, namely near none.

We now have a large amount of stone at our disposal, as well as the ability to produce copper, tin and bronze. Ironbone is still the best material available to us, but I would guess that due bones being used for weapons and equipment, we have not been able to produce any of it. Finally, our robes are all worn down."

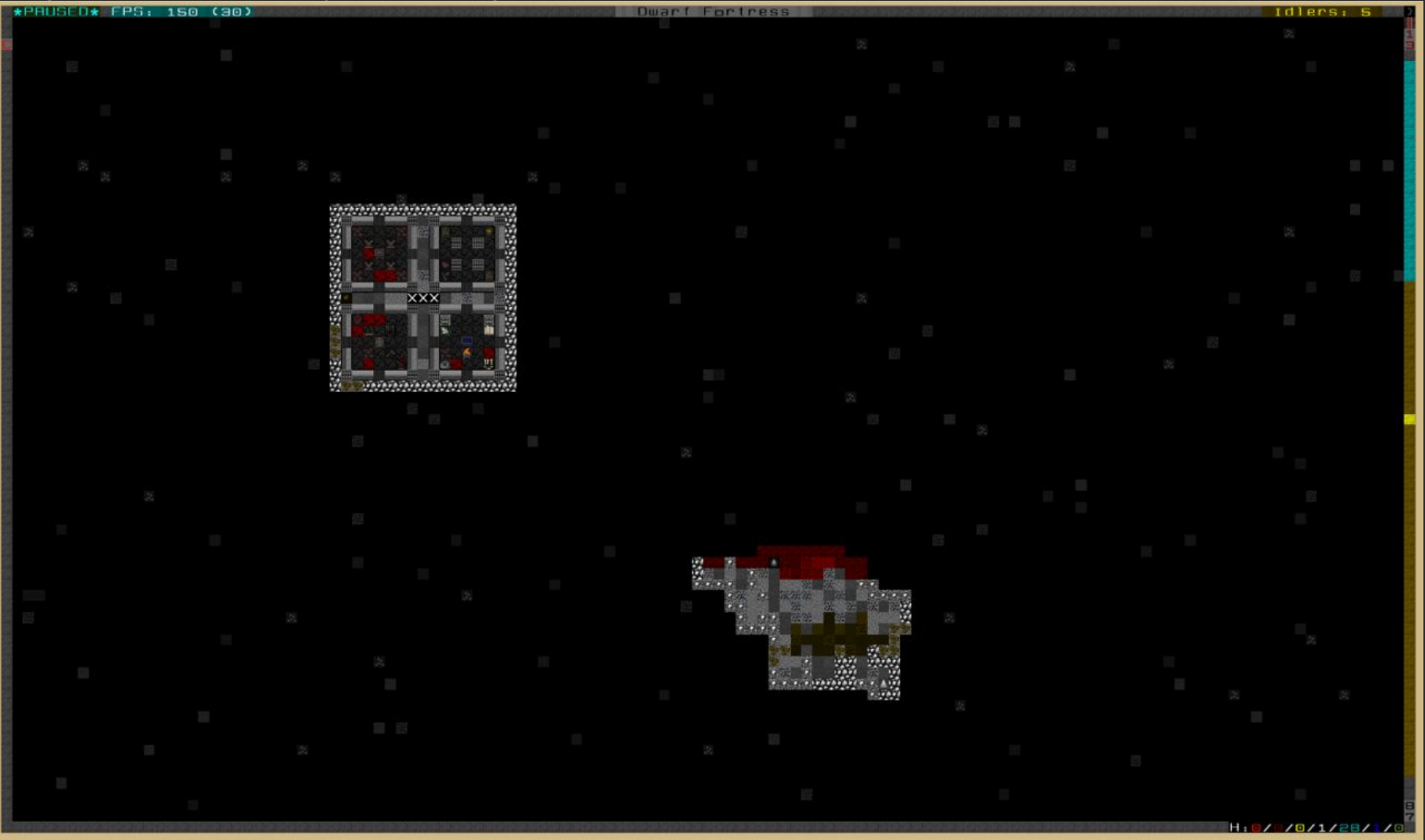
Spoiler (click to show/hide)

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some kind of exploratory mineshaft at z 92

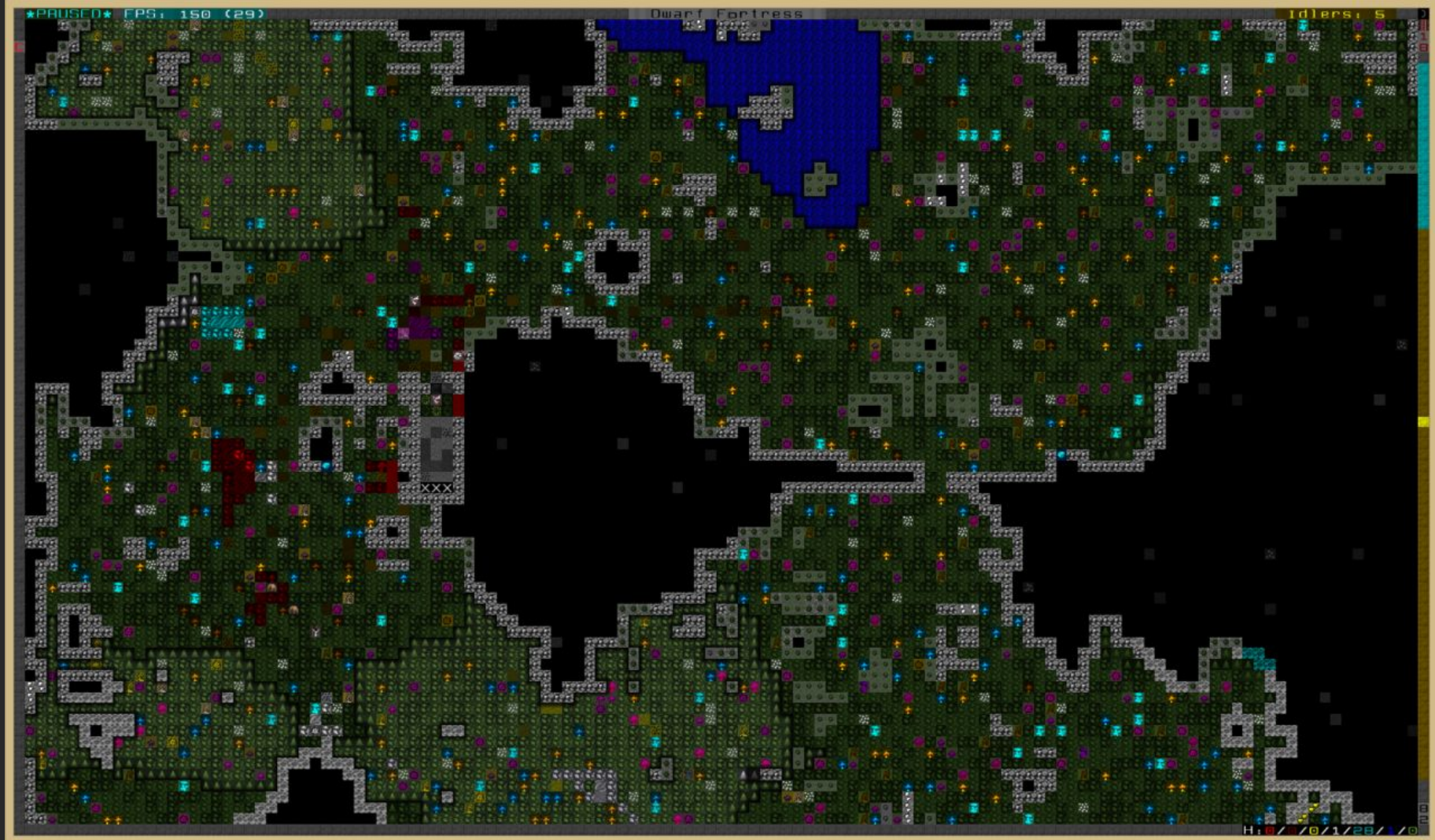


a dug out vein and room directly above our dungeon, z 88





dungeon (with complementary succubus), z 87



our entrance to the cave system, z 82



the mining operation, just below the caves, z 80  
the caves are around 5 levels deep.

O-"A keen analysis, Mestenu. I am starting to second guess our structures on this river as well. Several of our kin have fallen off the walkways and drowned. What would you have us do? Concentrate on spreading aboveground and up, completing the floors, or dig down?"  
M-"Both and none, my overlord."  
O-"Oh? explain."  
M-"Humans and other mortal races spread along the surface, aboveground, while dwarves dig and reach for the deep. But warlocks? We ascend. I had a vision, overlord. A grand project that will not be completed in one year or three, but over time."  
O-"I have half a mind to make you steward already. Go on, and stop singing high praise of your plans before you have laid them out completely."  
M-"I was talking about a great chain, my overlord. A monument that would grasp to the heavens and the hells. The others may have forgotten, but our spells both draw from the powers locked beneath the fiery seas deep below, and the fiery seas in the cores of the stars. As creatures of cold and undeath, we are drawn to these great heats. I would have us create a great chain made of welded solid walls of metal, or perhaps bone. At the very base of this, a large complex of rooms and quarters underground, suspended in an artificial cave, where we would thrive. The very top of the chain would be atop a tower, where an inverted complex of similar shape would be."  
O-"Hm. I see. You are an individual of great vision, Mestenu. But inevitably, another one will take stewardship after you, what if they don't share your vision and decide to build something different?"  
M-"It will be a shame, but inevitable. I would take it as a sign that the structure I have in mind will be created in another place, in another era. We are immortal, after all."  
O-"Very well. I will allow you to take care of such basic matters in my stead, while I focus on other things. However, my patience has worn thin. Your words are sweet, but can you deliver on your promises? Fail me, and I will have you executed."  
M-"Y-yes my overlord. I am humbled by such an honorable task befalling to me."



O-"You are missing."

As Mestenu composed himself, another warlock passing by the doorless entrance of his room drew closer, his interest probably piqued by his earlier yelps of pain. His worn out woolen hood concealed his face in the shadows, but soon the sound of his voice betrayed him, a soft whistle with each 's' sound.

"Our brother Me-ss-tenu no longer slumbers, I -ss-ee. The overlord -ss-poke to you?" Dent Omniousplanks inquired, his crooked smile showing his lack of front teeth. "Indeed, he did" Mestenu replied. "He is none too pleased at the situation." "Ye-ss-, he ha-ss- been nervou-ss- recently." Dent added. "He kept digging hi-ss- nail-ss- into the armre-ss-t of hi-ss- throne and yelling at u-ss- over and over to go and kidnap the local-ss-. We have no raiding -ss-upplies however."

Mestenu continued, "The overlord has appointed me as the new steward to solve our problems." Dent raised his eyebrows. "Tell me," Mestenu asked, "who is currently steward? They won't be pleased that I am replacing them, yet I cannot risk asking the overlord to explain to them, seen how occupied and angry he is."

"Almeyu -SS-cratched-SS-hower is the -ss-teward, but he i-ss- lazy and boa-ss-tful. The real decision-ss- have been made by a witch that name-ss- her-ss-elf 'Deu-ss-' Gorgedtrample." Dent looked around himself suspiciously, and crept even closer while they established a link between their minds to keep prying ears at bay.

-*"Deus has no mind for organizational matters, but makes up for it in shrewdness. I think Deus knew that she would incur the wrath of our overlord by not mopping up the mess before us, so she made herself a strong fighter instead. We cannot punish or execute her, it would decimate our military force. She might also flee from our camp if we turn against her."*  
-*"Well, do you have a plan, then?"*  
-*"Yes, I do. Anything for my 'friend'."*  
It was plainly obvious that Dent expected somethingin return later down the road.  
-*"Heh. The other day, Almeyu boasted to me how the overlord doesn't know what he's doing and how he and Deus went against his orders for the good of our order. The overlord has been too busy to notice."*  
-*"This is good news indeed, 'friend'."*  
-*"Will you have them both punished?"*  
-*"No. As we said before, Deus might turn on us. I will have Deus appointed as mistress of our dungeons instead. Her pride will not let her refuse the honor. She will then arrest and punish her former accomplice, terminating any alliance between the two."*  
-*"I could not have devised a more clever stratagem, Mestenu."*  
-*"Enough with your false flattery, let us get to work."*

Soon enough, Almeyu was dragged away by mistress Deus and a group of her subservient zombies. In a ironic twist of fate, the chain used for the jailroom was produced by one of those zombies. Distractingcoupled the Silkiness of Adventures, the artifact bone chain.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **stroppycarpet** on **January 19, 2015, 11:35:00 am**

EDIT: how embarrassing, I somehow managed to post a reply to my own post, quoting said post.  
in a moment I'll edit this again and make some use of this space.

EDIT 2: thought and preferences of all the warlocks mentioned in my story.

[Spoiler \(click to show/hide\)](#)

FPS: 150 (29)Dent Mshe Wuemlwh, ●Dent ominiousplanks●, Necromancer

Dent Mshe Wuemlwh has been quite content lately. He admired a fine Slab lately. He has lost a friend to tragedy recently. He slept without a proper room recently. He made a friend recently. He was caught in the rain recently. He talked with a friend lately. He has been satisfied at work lately.  
He is an ardent worshipper of Ueyh Itchedmucks and a faithful worshipper of Hejwem.  
He is a citizen of the Teal Murder. He is a member of the Incestuous Combats. He arrived at Seiselneshana on the 1st of October in the year 31.  
He has the appearance of somebody that is one hundred sixty-eight years old and is one of the first of his kind. He is thin. His quite dense hair is extremely long. His somewhat narrow ears have large hanging lobes. He has a broad chin. His nose bridge is concave. His lips are thin. His head is tall. His eyebrows are quite long. His upper front teeth is gone. His hair is white. His skin is peach. His right hand bears a very short straight scar. His eyes are auburn. He is slow to fire.  
Dent Mshe Wuemlwh likes raw adamantine, adamantine, blood of armok, spiny dogfish bone, giant drowspider silk, rope reed fiber fabric, animated ritual knives for their ability to float and warlock souls for their lingering essence. When possible, he prefers to consume clown loach, dwarven ale and bone bush meal. He absolutely detests fire anis.  
He has a very good sense of empathy, a good spatial sense and a way with words, but he has quite poor focus and a large deficit of willpower.  
He feels strong urges and seeks short-term rewards. He doesn't handle stress well. He is very distant and reserved. He tends to avoid crowds. He is assertive. He is relaxed. He is grounded in reality. He is completely uninterested in art. He has a good awareness of his own emotions. He loves new and fresh ideas. He revels in chaos and disorder. He does not trust others. He is guarded in relationships with others. He dislikes helping others. He would rather intimidate others than compromise with them. He would never shy away from an opportunity to say he is better than somebody else. He would never let an objective judgement be tempered by mercy or pity. He is very disorganized. He hates rules, contracts and other confining elements in his life. When he's annoyed, he starts to talk slowly. He needs alcohol to get through the working day and can't even remember the last time he had some. He likes working outdoors and grumbles only mildly at inclement weather. He doesn't really care about anything anymore.  
A dark sorcerer that bends matter to their will and use their fallen enemies to their advantage. They fight with magic powers that bypass any armor.

[Spoiler \(click to show/hide\)](#)

FPS: 150 (30)"Deus" Tel Themtedwes, ●"Deus" Gorgedtrample●, Lady of Bones

"Deus" Tel Themtedwes has been quite content lately. She slept in a good bedroom recently. She has lost a friend to tragedy recently. She was forced to talk to somebody annoying lately. She admired a fine Trap lately. She was caught in the rain recently.  
She is married to Almeyu Scratchedshower. She is a worshipper of Jneral and a worshipper of Smaha.  
She is a citizen of the Teal Murder. She is a member of the Incestuous Combats. She is the death of the Incestuous Combats. She is the mistress of the Incestuous Combats. She is the former death of the Incestuous Combats. She is the former death of the Incestuous Combats. She arrived at Seiselneshana on the 1st of Granite in the year 31.  
She has the appearance of somebody that is one hundred seventy-four years old and is one of the first of her kind. She is incredibly muscular and very thin. Her hair is extremely long. Her quite long eyebrows are high. Her head is tall. Her slightly sunken auburn eyes are slightly close-set. Her hair is white. Her skin is peach.  
She is absolutely inexhaustible, amazingly agile, unbelievably strong and incredibly tough.  
"Deus" Tel Themtedwes likes dark blue brick, orichalcum, pyrite, the color Yavash-red, fortresses, bodkin arrows and hourglasses. When possible, she prefers to consume cave fish, hell wine and silphium seeds. She absolutely detests crayfish.  
She has an absolutely remarkable sense of others' emotions, unbreakable focus, an iron will and good creativity, but she is a terrible mother.  
She is often nervous. She feels strong urges and seeks short-term rewards. She doesn't handle stress well. She is very distant and reserved. She prefers to be alone. She is very assertive. She isn't given to flights of fancy. She is not interested in art. She loves new and fresh ideas. She revels in chaos and disorder. She is slow to trust others. She is not straightforward when dealing with others. She dislikes helping others. She would rather intimidate others than compromise with them. She would never shy away from an opportunity to say she is better than somebody else. She is not affected by the suffering of others. She dislikes contracts and regulations. She has very little self-discipline. She acts impulsively. She needs alcohol to get through the working day and is starting to work slowly due to its scarcity. She likes working outdoors and grumbles only mildly at inclement weather. She doesn't really care about anything anymore.  
A dark sorcerer that bends matter to their will and use their fallen enemies to their advantage. They fight with magic powers that bypass any armor.

[Spoiler \(click to show/hide\)](#)

FPS: 150 (30)Almeyu Neut Sterdsh, ●Almeyu Scratchedshower●, steward

Almeyu Neut Sterdsh has been happy lately. He was glad to have punishment delayed recently. He has lost a friend to tragedy recently. He slept in a good bedroom recently. He admired a very fine Well lately. He had a nice bath recently. He made a friend recently. He has been satisfied at work lately. He talked with the spouse lately.  
He is married to "Deus" Gorgedtrample. He is a faithful worshipper of Sebvert Queenlygodly and a worshipper of Rsen.  
He is a citizen of the Teal Murder. He is a member of the Incestuous Combats. He is the steward of the Incestuous Combats. He arrived at Seiselneshana on the 1st of Granite in the year 31.  
He has the appearance of somebody that is one hundred eighty-two years old and is one of the first of his kind. He is wiry. His wavy hair is extremely long. His eyes are teal. His quite long eyebrows are high. He has a broad chin. His head is extremely tall. His hair is white. His skin is peach.  
He is strong.  
Almeyu Neut Sterdsh likes soul, rock-tipped, \*\*\*SPECIAL GEMS\*\*\*, mail boots, abacuss and ironclad dire wolves for their size. When possible, he prefers to consume fox, stalk whisky and prickly berry seeds. He absolutely detests facehuggers.  
He has a natural inclination toward language, a good kinaesthetic sense and a sum of patience, but he has meager creativity and poor spatial senses.  
He feels strong urges and seeks short-term rewards. He doesn't handle stress well. He is very distant and reserved. He prefers to be alone. He is very assertive. He is grounded in reality. He is not interested in art. He has a good awareness of his own emotions. He loves new and fresh ideas. He revels in chaos and disorder. He does not trust others. He is not straightforward when dealing with others. He views helping others as an imposition on his time. He would rather intimidate others than compromise with them. He would never shy away from an opportunity to say he is better than somebody else. He is not affected by the suffering of others. He is very confident. He dislikes contracts and regulations. He takes time when making decisions. He likes working outdoors and grumbles only mildly at inclement weather. He is getting used to tragedy.  
A dark sorcerer that bends matter to their will and use their fallen enemies to their advantage. They fight with magic powers that bypass any armor.

[Spoiler \(click to show/hide\)](#)



FPS: 150 (30)

Mestenu Tesyebsemethyst has been quite content lately. He has lost a friend to tragedy recently. He slept in a good bedroom recently. He admired a very fine Well lately. He made a friend recently. He was caught in the rain recently. He has complained of the lack of chairs lately. He talked with a friend lately. He has been satisfied at work lately. He is a casual worshipper of Hsen and a worshipper of Ter. He is a citizen of the Teal Murder. He is a member of the incestuous Combals. He arrived at Betseiheshaba on the 1st of Timber in the year 31. He has the appearance of somebody that is two hundred forty-seven years old and is one of the first of his kind. He is somewhat scrawny and very thin. His crinkly hair is extremely long. His quite long eyebrows are incredibly high. His aqua eyes are deeply sunken. His nose bridge is convex. His head is somewhat tall. His hair is white. His skin is peach. His right hand bears a very short straight scar. His left hand bears a very short straight scar. He is really sick. He is a member of the incestuous Combals. Mestenu Tesyebsemethyst likes wolframite, pain, fire opal, the color scarlet, singing arrows, catapult parts and wood trolls for their rootlike noses. When possible, he prefers to consume dwarven rum and whip vine flour. He absolutely detests fire ants. He has a sum of patience, but he has little millpower, a little difficulty with words, very bad intuition and quite poor vision. He is often nervous. He is self-conscious. He feels strong urges and seeks short-term rewards. He doesn't handle stress well. He is very distant and reserved. He prefers to be alone. He is very assertive. He is a pessimist. He isn't given to flights of fancy. He is not interested in art. He is open-minded to new ideas. He is an ardent believer in convention and traditional society. He does not trust others. He believes that some deception is necessary in relationships with others. He views helping others as an imposition on his time. He would rather intimidate others than compromise with them. He would never shy away from an opportunity to say he is better than somebody else. He is not affected by the suffering of others. He hates rules, contracts and other confining elements in his life. He doesn't go out of his way to do more work than necessary. He needs alcohol to get through the working day and can't even remember the last time he had some. He likes working outdoors and grumbles only mildly at inclement weather. He doesn't really care about anything anymore.

A dark sorcerer that bends matter to their will and use their fallen enemies to their advantage. They fight with magic powers that bypass any armor.

Spoiler (click to show/hide)

FPS: 150 (29)

Leghez Almeyumeftenu Treu, \*Leghez Deepforked\*, overlord \*overlord\*

Leghez Almeyumeftenu Treu has been fine lately. He was upset by the delayed punishment of a criminal. He has lost a friend to tragedy recently. He talked with a friend lately. He slept in a horribly substandard bedroom recently. He admired a fine Trap lately. He has been satisfied at work lately. He is romantically involved with Tneya Barbarityoccult. He is a worshipper of Ter and a worshipper of Watheu Questmeteor. He is a citizen of the Teal Murder. He is a member of the incestuous Combals. He is the overlord of the incestuous Combals. He arrived at Betseiheshaba on the 1st of Granite in the year 32. He has the appearance of somebody that is two hundred fifty-seven years old and is one of the first of his kind. He is wiry. His straight hair is extremely long. His somewhat narrow ears are very short. His lips are very thin. His head is tall. His eyebrows are quite long. His aquamarine eyes are slightly close-set. His hair is white. His skin is peach. He is amazingly agile, basically unbreakable and strong. Leghez Almeyumeftenu Treu likes glue, spring steel, cat's eye, willow wood and greaves. When possible, he prefers to consume kestrel, winter bloodberries, prickly berry wine and longland flour. He absolutely detests cave crabs. He has good creativity, a need for music, the ability to ignore a day with words and a sum of patience. He feels strong urges and seeks short-term rewards. He is very distant and reserved. He prefers to be alone. He is very assertive. He isn't given to flights of fancy. He is not interested in art. He has a good awareness of his own emotions. He loves new and fresh ideas. He revels in chaos and disorder. He does not trust others. He is guarded in relationships with others. He dislikes helping others. He would rather intimidate others than compromise with them. He would never shy away from an opportunity to say he is better than somebody else. He is not affected by the suffering of others. He tries to live a well-organized life. He dislikes contracts and regulations. He is extremely cautious. He needs alcohol to get through the working day and has gone without a drink for far, far too long. He likes working outdoors and grumbles only mildly at inclement weather. He doesn't really care about anything anymore.

The ruler of the dungeon. He reigns supreme from the throne room and oversees the construction of the tower, the building of an army and the terrorization of the good people of the world. Evil always finds a way.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **WodanYmirthe2nd** on **January 19, 2015, 01:46:22 pm**

Year 4's Total Human Wealth:  
Spoiler (click to show/hide)

| Town Xugothuro  Blockwade                   |  |         |  | 1st Granite 35 Early Spring |  |      |  |
|---------------------------------------------|--|---------|--|-----------------------------|--|------|--|
| Animals Kitchen Stone Stocks Health Justice |  |         |  |                             |  |      |  |
|                                             |  |         |  |                             |  |      |  |
| Created Wealth:                             |  | 313825* |  | Population:                 |  | 105  |  |
| Weapons:                                    |  | 29355*  |  | Miners                      |  | 3    |  |
| Armor and Garb:                             |  | 6997*   |  | Woodworkers                 |  | 9    |  |
| Furniture:                                  |  | 8170*   |  | Stoneworkers                |  | 3    |  |
| Other Objects:                              |  | 155827* |  | Rangers                     |  | 5    |  |
| Architecture:                               |  | 56512*  |  | Metalsmiths                 |  | 7    |  |
| Displayed:                                  |  | 23046*  |  | Jewelers                    |  | 4    |  |
| Held/Worn:                                  |  | 33918*  |  | Craftsmans                  |  | 15   |  |
| Imported Wealth:                            |  | 50253*  |  | Nobles/Admins               |  | 7    |  |
| Exported Wealth:                            |  | 8158*   |  | Peasants                    |  | 3    |  |
| Food Stores:                                |  | 2061    |  | Children                    |  | 13   |  |
| Meat                                        |  | 318     |  | Fishery Workers             |  | 10   |  |
| Fish                                        |  | 27      |  | Farmworkers                 |  | 16   |  |
| Plant                                       |  | 130     |  | Engineers                   |  | 3    |  |
|                                             |  | Seeds   |  | Trained Animals             |  | None |  |
|                                             |  | Drink   |  | Other Animals               |  | 89   |  |
|                                             |  | Other   |  |                             |  |      |  |
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So yeah, that's Year 4 of the Humans. I couldn't get started on the metal industry thanks to the large amount of parties being started for no good reason. The military is barely trained thanks to the incessant partying that always happen all the fucking time and there's blood everywhere thanks to the fuckloads of livestock that are currently pastured in one small area that is also the meeting place of humans.

That or there's a vampire within the village.

The Gnome Caravan's still there and I've ordered the disassembly of the trade depot inside the walls so that the one outside the walls will be used. Oh and I forgot to build a hospital, oopsie. Anyway, Good Luck to the next person though.

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Boltgun** on **January 20, 2015, 02:56:12 am**

## Succubus year 3 - Winter

### Sloth

The mistress cursed Padaxe once again while stroking a newly adopted squid. How did she expect the succubi to follow her without a proper food stock? Geurol knew that if her servants would spend their long periods of inactivity with only stale bread and water, she would go back to hell sooner then later.

To avoid an immediate rebellion, cave fungi has been mined out and carved into what may qualify as cheese or 'chease' as she called it. The taste was... funny to stay polite, but as a sauce to another ingredient is everything looked edible. While the mistress was pondering on her culinary choices, a miner run to her bearing two uplifting news.



In their panic, the merchants dropped a wagon worth of goods in the depot. Pets, leather, meat, plants... There is even black rose seeds that could be grown into evil, thorny, flowers that can be brewed into a special wine! Everyone ran in and claimed ownership on each item before fighting over the valuable. Such disorganization really lifts the morale.

In the crowd, Geurole yelled until losing her (beautiful) voice. Shocked, she ran into Padaxe's room where she found the keeper of secret tied on a table. The mistress stopped wondering why this librarian keeps working in the whipper room and did her best to ignore the unhealthy relationship binding these two souls.

Untying her, she dropped upon the submissive librarian the responsibility to manage the loot from the caravan as this will be busy work and Geurole would rather worry about her own quarters instead. The loot has been processed with more farm plots for the new seeds, and a new kitchen with a discreet stockpile for the cave fungi so the succubi does not realize that they are eating disgusting overgrowth.





The other great news is that the cambions, not managing well their strange new feelings since their transformation, has decided to release their instincts at the antmens in the cavern. The stalked in the caverns for long minutes, preparing a perfect ambush where they found...



Nothing.

Upon inspection the antmen habitat and judging from the blood and damage, the insects have been assaulted by another group of their own species. The survivors were attacked by a huge quadruped beast that proved to be hostile, very hostile. It doe snot really matter because in the end, their shields are for the residents of Runjack for the taking. More effortless acquisition for our little demons.

## Lust

This year has not been exciting enough, and that was not a good thing. The succubi were growing restless at the lack of excitement and the presence of a dozen of axemen and women only added more turmoil. The humans had many secretive admirers among the population, visiting them in the night. They eventually gave the information of a nearby fortified town called Blockwade. A band of succubi plotted a raid against this town, to capture and bring more humans as personal servants, and slipped away unnoticed for lead the attack. Their absence were not noticed, and as weeks passed by, those were not seen again.

Over time the inter-race affairs of Runjack became more and more involved and what was bound to happen just happened

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Ezif Ithbidinrit, Summoned Soul Axeman has transformed into a devil!
Teshil Quabunikom, Summoned Soul Axeman has transformed into a devil!
Ero Iteratad, Summoned Soul Axeman has transformed into a devil!
Ustralon, Summoned Soul Axeman has transformed into a devil!
Lema Pibangbegi, Summoned Soul Axeman has transformed into a devil!
Ushus Amsaneno, Summoned Soul Axeman has transformed into a devil!
Kusut Pumikthrut, Summoned Soul Axeman has transformed into a devil!
Nihde Pabpathmita, Summoned Soul Axeman has transformed into a devil!
Olith Shacerorec, Summoned Soul Axeman has transformed into a devil!
Udma Ranegigol, Summoned Soul Axeman has transformed into a devil!
Jol Erdapararat, Summoned Soul Axeman has transformed into a devil!
Orma Ithrekan, Summoned Soul Axeman has transformed into a devil!
Bekor Lesno, Summoned Soul Axeman has transformed into a devil!
Otngc Nongossathra, Summoned Soul Axeman has transformed into a devil!
Asla Atonepe, Summoned Soul Hammerman has transformed into a devil!
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One by one, the humans accepted the gifts given by their lovers and the newly transformed devil madeg an oath to protect their succubi admirers with their life. Such gesture was deeply appreciated despite the fact that loyalty and oaths means little in a dungeon. But euphoria soon made way for mental disorders, their captivity in the dark obviously left some scars in their mind. Geurol hinted them about a large empty space near the bridge ready for their protection. Despite joining the forces of hell, the devils still retained their over fertile human imagination and they felt relieved to feel fresh air on their face again.

The corruption of the human did not remain unnoticed by the stygian forces below. The grater demons of hell once again paid the dungeon another visit, possessing a crafter into making another wonderful artifact. This wonderful part is of course sarcasm.

```
FPS: 150 (29)essace, *Sombermansions*, a cauchemar bone scabbard

This is a cauchemar bone scabbard. All Craftsuccubusship is of the highest
quality.

It is encrusted with oval pyrite cabochons and encircled with bands of
cauchemar bone.

This object is adorned with hanging rings of copper and silk and menaces with
spikes of pyrite and marble.

On the item is an image of stalk wood branches in bone.

On the item is an image of a palm in wool.
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The drows paid the dungeon a visit for the end of the year to confirm the fame that the brothel has built for itself. As Meph was too busy playing with mechanisms a simple servant bought muck roots and shadowleaf for an outrageous price. Not much profit was made of this, but at least the drows were pleased by their stay in the brothel's rooms and will come back for sure.

With the winter coming to an end, Geurol retired in her quarters to lay in her bed. Perhaps she should have been more specific about the placement of her chamber as it is a bit isolated and the ugly rough corridors she has to walk in are not to her taste.



Who knew that being a mistress was so much busywork? She wished that she could spend more time... horizontally. Stepping up for responsibility may have been a mistake after all, she could not enjoy the pleasures of the living since the day she hit Padaxe on the head. So, she conspired. She need to divide her roles into an intricate hierarchy of puppets that would punish each other constantly while the mistress would take credit, then contact that would be queen of the succubi and have herself entitled baron of hell. And only then she'll do nothing but play with her slaves.

## Conclusion

Not a very exciting year, no one attacked and the only danger solved itself. So I took the time to convert every prisoners and build a military. Only one cambion died of thirst in the hospital, after getting gored by an animal. Otherwise just a few wounds from the ghosts that were properly treated by the new and stocked up hospital.

The lady of pain's squad of 5 and the sword dames are fully outfitted. The sword dames are fully equipped and is training their way into legendary. The axemen are being relocated so they do not suffer their cave debuffs and they are not fully equipped yet.

The guardian has a bow and have the hunters are assigned in his squad to make a makeshift ranged group. I did not have time to equip them so far, with only a few leather pieces to protect them during the hunts. But the industry is here if you wish to give the hunters protections.

At the same time I enhanced the food processing with farms, butcheries, hunters, a kitchen as well as a designated fishing area straight form the trade depot. Food is not running very high but the momentum should catch up in the with the next spring.

Vitals :  
[Spoiler](#) (click to show/hide)



Animals   Kitchen   Stone   Stocks   Health   Justice

|                           |         |                 |      |                 |      |
|---------------------------|---------|-----------------|------|-----------------|------|
| Created Wealth:           | 676770* | Population:     | 79   |                 |      |
| Weapons:                  | 41591*  |                 |      |                 |      |
| Armor and Garb:           | 120530* | Miners          | 5    | Axe Gents       | 10   |
| Furniture:                | 28390*  | Woodworkers     | 1    | Axe Masters     | None |
| Other Objects:            | 236954* | Stoneworkers    | 4    | Sword Gents     | 10   |
| Architecture:             | 70053*  | Rangers         | 2    | Sword Masters   | None |
| Displayed:                | 32722*  | Metalsmiths     | 5    | Mace Gents      | None |
| Held/Worn:                | 146530* | Jewelers        | 2    | Mace Masters    | None |
|                           |         | Craftsuccubi    | 9    | Hammer Gents    | None |
| Imported Wealth:          | 101365* | Nobles/Admins   | 2    | Hammer Masters  | None |
| Exported Wealth:          | 18509*  | Peasants        | None | Spear Gents     | 4    |
|                           |         | Children        | None | Spear Masters   | None |
| Food Stores:              | 901     | Fishery Workers | 3    | Mark Gents      | None |
| Meat   79   Seeds   347   |         | Farmworkers     | 8    | Mark Masters    | None |
| Fish   53   Drink   47    |         | Engineers       | 14   | Wrestlers       | None |
| Plant   214   Other   161 |         | Trained Animals | 6    | Wrestler Mastrs | None |
|                           |         | Other Animals   | 43   | Recruit/Others  | None |

Citizens (79)   Pets/Livestock (49)   Others (41)   Dead/Missing (67)

|                                        |          |
|----------------------------------------|----------|
| Giant Mole                             | Deceased |
| Giant Mole                             | Deceased |
| Giant Mole                             | Deceased |
| Bobcat                                 | Deceased |
| Bobcat                                 | Deceased |
| Asp Viper                              | Deceased |
| Troll                                  | Deceased |
| Fire Imp (Tame)                        | Missing  |
| Fire Imp (Tame)                        | Missing  |
| Miscece Alandegulesmore, Devilkin (Tm) | Deceased |
| Drowspider                             | Deceased |
| Drowspider                             | Deceased |
| Wagon                                  | Deceased |
| Opossum                                | Deceased |
| Pacal Misareliemismnvdivr, Frgttn Bst  | Deceased |
| Giant Bat                              | Deceased |
| Asp Viper                              | Deceased |
| Chabakaygis, Worker Hivefighter        | Deceased |
| Theegis, Drone Hivefighter             | Deceased |
| Bruludrokin, Worker Hivefighter        | Deceased |
| Tistraylder, Worker Hivefighter        | Deceased |
| Shiflaynkus, Worker Hivefighter        | Deceased |
| Stlablulgus, Worker Hivefighter        | Deceased |
| Frokolragin, Worker Hivefighter        | Deceased |
| Subustilgus, Soldier Hivefighter       | Deceased |
| Coral Snake                            | Deceased |
| Coral Snake                            | Deceased |
| Stray Kingsnake (Trained)              | Deceased |
| Stray Kingsnake (+Trained+)            | Deceased |
| Stray Kingsnake (+Trained+)            | Deceased |
| Fire Imp (Tame)                        | Deceased |
| Raccoon                                | Deceased |
| Giant Mole                             | Deceased |
| Giant Mole                             | Deceased |
| Ngilsho Zobshaur, Jewlr Gld Mmbr Axmn  | Deceased |
| Nasnok, Stray Ironclad Horse (Sm-Wld)  | Deceased |
| Female Horned Caveturtle               | Deceased |
| Stray Cauchemar (Tame)                 | Deceased |
| Salore Lathicata, Elf Bladedancer      | Deceased |
| Alisa Vinenanino, Animal Trnr & Armr   | Deceased |
| Gray Langur                            | Deceased |
| Gray Langur                            | Deceased |
| Gray Langur                            | Deceased |
| Gray Langur                            | Deceased |
| Gray Langur                            | Deceased |
| Pilire Loureveorgormide, Nahash (Tam)  | Deceased |
| Arsinci Cenvrnc, Yng Tntcl Mnstr (Tm)  | Deceased |
| Inte Hobeebonto, Kobold Thief          | Deceased |
| Esarere Palaremisore, Spear Dame       | Deceased |
| Pixes Misavithlixerme, Inductee        | Deceased |
| Aliliral Axanvalmueiceri, Devilkn (Tm) | Deceased |
| Miresse Mixisseesarire, Inductee       | Deceased |
| Midaceri Aliculalicule, Whip Dame      | Deceased |
| Frogman                                | Deceased |
| Stray war Cauchemar (Tame)             | Deceased |
| Thlugubujulbus, Soldier Hivefighter    | Deceased |

| Citizens (79)                         | Pets/Livestock (49) | Others (41)                         | Dead/Missing (67) |
|---------------------------------------|---------------------|-------------------------------------|-------------------|
| Meulith Gixice, Miner                 |                     | Eat                                 |                   |
| Diablice Lisaricendemisoure, Miner    |                     | Store Item in Stockpile             |                   |
| Mirisire Esariremisavith, Apothecary  |                     | Forge stygian bronze boot           |                   |
| Padaxe Alilismisuvure, Whipper        |                     | Encrust Furniture With green jade/R |                   |
| Gave Lasoregeurude, Keeper of secrets |                     | Upgrade chitin I (combine)/R        |                   |
| Milaxe Esarirelalore, Lumberjack      |                     | Store Item in Bin                   |                   |
| Adasire Areuceaxirie, Engraver        |                     | Store Item in Stockpile             |                   |
| `Meph` Lirmismisive, Attorney         |                     | Suture                              |                   |
| Pisodirire Alandeoussart, Mason       |                     | Heat up the forges (1-3)/R          |                   |
| Diablice Arendeorguridas, Mason       |                     | Store Item in Stockpile             |                   |
| Misidilus Laxoucaspedas, Animal Crtkr |                     | Operate Pump                        |                   |
| Aliliral Lirgirecv, Anml Trnr & Armrr |                     | Drink                               |                   |
| Asmodea Muravandegeurare, Metalsmith  |                     | Sleep                               |                   |
| Ezif Ithbidinrit, Armorer             |                     | Store Item in Vehicle               |                   |
| Axidece Geurarepevis, Furnace Operatr |                     | Operate Pump                        |                   |
| Gemurge Arocebeliathi, Furnace Opertr |                     | Construct Mechanisms                |                   |
| Otnge Nongossathra, Metalcrafter      |                     | Make bone arrows/R                  |                   |
| Meulith Armalissegeurgindes, Gem Cttr |                     | Operate Pump                        |                   |
| Lourelourese Armavandeecere, Gem Cttr |                     | On Break                            |                   |
| Micare Polavareargesmire, Bone Carver |                     | Operate Pump                        |                   |
| Oussart Misuvureareure, Tailor        |                     | Store Item in Bag                   |                   |
| Gismande Esudilealicul, Toolmaker     |                     | Store Item in Barrel                |                   |
| Axidece Gismandelirise, Toolmaker     |                     | Store Item in Stockpile             |                   |
| Midaceri Esariremiduth, Toolmaker     |                     | Install Colony in Hive              |                   |
| Geurgindes Arorirueingindnd, Lithwrkr |                     | Store Item in Stockpile             |                   |
| Asla Atonepe, Cultist                 |                     | Store Item in Stockpile             |                   |
| Pisodirirelirossole, Woodcrafter      |                     | Link a Building to Trigger          |                   |
| Misorire Misorirealase, Woodcrafter   |                     | Collect Hive Products               |                   |
| Merges Geudollocoroxie, Fish Cleaner  |                     | Operate Pump                        |                   |
| Misinve Alexeaxal, Fish Farmer        |                     | Sleep                               |                   |
| Misavith Gerilepal, Fishersuccubus    |                     | Make concrete(2) from slag/R        |                   |
| Geurul Aricilaruriegemurge, Mistress  |                     | Melt a Metal Object/R               |                   |
| Coliris Axarmiveoussart, Herbalist    |                     | On Break                            |                   |
| Lema Pibangbegi, Herbalist            |                     | Store Item in Stockpile             |                   |
| Alolacice Ocucospolonde, Archeologist |                     | Trade at Depot                      |                   |
| Midaceri Gismandealalos, Alchemist    |                     | Forge stygian bronze mail greaves   |                   |
| `Boltgun` Alacoricepadaxe, Overforcer |                     | Sleep                               |                   |
| Lourelourese Misarelieparge, Temptrss |                     | Eat                                 |                   |
| Geurare Geradiselelas, Tanner         |                     | Install Colony in Hive              |                   |
| Cicales Eleurelile, Machine operator  |                     | Store Item in Stockpile             |                   |
| Axecie Argesmiregeloreve, Machn oprtr |                     | On Break                            |                   |
| `Thedrah` Alourgasilrsscd, Mchn oprtr |                     | Operate Pump                        |                   |
| Gixalande Lanvecemisorire, Mchn oprtr |                     | Operate Pump                        |                   |
| Geure Lelireaveucas, Machine operator |                     | On Break                            |                   |
| Mixel Axirieesolocixis, Machine oprtr |                     | Operate Pump                        |                   |
| Alexule Misminvadulivrgr, Mchn oprtr  |                     | Eat                                 |                   |
| Geure Mixeculice, Machine operator    |                     | Drink                               |                   |
| Gemurge Oussartaxurge, Machine opertr |                     | Sleep                               |                   |
| Geurgole Aleuremerges, Machine opertr |                     | Store Item in Bin                   |                   |
| Misidilus Geroureacalal, Machin oprtr |                     | Forge bloodsteel doublesided axe    |                   |
| Aliliral Milaxealerme, Machine opertr |                     | Store Item in Stockpile             |                   |
| Gurmacinde Gurmacndgsmndx, Mchn oprtr |                     | Process malachite bearing rock/R    |                   |
| Cacanve Moxurecacanve, Machine opertr |                     | Sleep                               |                   |
| Kusut Pumikthrut, Architect           |                     | Store Item in Stockpile             |                   |
| Miresse Gesueiricegurmacinde, Sper Dm |                     | Sleep                               |                   |
| Miresse Geurarelirmale, Spear Dame    |                     | Wait for Combat Training            |                   |

As you can see the succubi kept themselves in shape using the shower pumps.

Suggestions for the next overseer :

- The devils still have the cave adaptation effect, and must live in sunlight! I only realized this too late so they are being stationed in a space near the bridge, an armor stand is being build there so you can design them a training area. I decided to keep this feature because it is interesting to see how this can be handled.
- There is a training area near the forge, in case you want to allocate a squad near the cavern.
- The squads names have a letter at the end of each to indicate of the used weapon : A for axe, S for sword, P for pitchfork and B for bow.
- There is 3 more devils outside of the military, they have been given jobs that often lead them outside in hope they'll lose cave adaptation.
- A fishing area is designed straight ahead from the trade depot. The succubi are instructed to only fish there.
- Shorcuts: F1 brings to the entrance, F2 to the meeting area and F3 to the caverns.

By the way, I forgot to show the engraving, but look that them. The velvety incests is a really metal civ.

Here's the save, have fun : <http://dffd.bay12games.com/file.php?id=10474>

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Meph** on **January 20, 2015, 06:48:55 am**

Oh my god, so much is happening. ^^

I got a couple of slow days, so I'll read through everything and try setting up the year2 comparison over the next days.

Edit: Oh, thanks, this helps a lot:  
[Quote from: stroppycarpet on January 17, 2015, 09:18:34 am](#)

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                  |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Current progress:                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
| Dwarves: year 4, incomplete (currently on summer with qorthos, page 32, 16th jan) reservation year 5: Jakob<br>Orcs: year 2, complete (Xelantol is supposed to do year 3, but his last message was on page 21, on dec 26, "Awesome, if someone wants to play before I'm back in my house, just keep bumping me to the next year. Looking forward to it!" )<br>So somebody else can safely take year 3, it's practically unclaimed.<br>Kobolds: year 2, complete. Arcvasti could do year 3 again.<br>Succubi: year 3, incomplete (currently on summer with Boltgun, page 31, 12th jan) year 4 unclaimed<br>Gnomes: year 4, incloplete (currently on summer with zack123b, page 28, 3rd jan) year 5 unclaimed<br>Warlocks: year 3, incomplete (currently on autumn with Deus Asmoth, page 30, 6th jan) year 4 unclaimed<br>Humans: year 4, incomplete (currently on summer with WodanYmirthe2nd, page 31, 13th jan) year 5 unclaimed<br>The Hermit: year 3, complete (paulus fahlstrom, page 31, 9th jan) year 4 unclaimed<br>NB: I'm not 100% sure on unclaimed status. Please double check to see if anything wasnt claimed.<br>If somebody spots a mistake please point it out. |
| Since now it's weekend, I'm sure people will round up their years of their own accord. The storytelling makes or breaks these threads but if you have writer's block, please just wrap everything up within 7 days so the next player can keep it going.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         |
| I'd not mind to do year 3 of kobolds if arcvasti thinks it's better to devote more time on study. If you decide to do it anyway, I'd like to reserve year 4.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     |
| edit: minor grammar errors.                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **than402** on **January 20, 2015, 08:38:34 am**

I'll take the 5th year as humans

Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Paulus Fahlstrom** on **January 20, 2015, 01:33:50 pm**

If no one claims the next Hermit year I'll gladly take that one as well.



Title: **Re: ☼Battle of the 8 Armies☼ - Year 2 is done**  
Post by: **Meph** on **January 20, 2015, 01:41:28 pm**

than402 & Paulus Fahlstrom: Go ahead :)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players**  
Post by: **Meph** on **January 21, 2015, 06:04:54 am**

Updated the first post with links to all story posts and all active/inactive players.

Arcvasti: Are you replaying year 3 of the 'bolds?

Xelanthol is out, he hasnt written anything in ages... the Orc fortress needs a new player.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Jakob** on **January 21, 2015, 10:11:36 pm**

Righto, let's get a'crackin.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players**  
Post by: **Arcvasti** on **January 21, 2015, 10:16:08 pm**

Quote from: Meph on January 21, 2015, 06:04:54 am

Arcvasti: Are you replaying year 3 of the 'bolds?

Not at the moment. I'll be seriously getting started[For realzies~!] tomorrow. Had school stuff ambush me[Grumble grumble, 45 pages of math worksheets in two days]. I might be able to do some preliminary reorganizing stuff tonight, but no promises.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **January 22, 2015, 03:41:42 am**

Ok, no rush. I liked the first writeup you did, its pretty sad that the save file got that problem... I just wanted to know if you are still up for it, or if I should be looking for another player. If you need a couple of days, thats perfectly fine. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Arcvasti** on **January 22, 2015, 07:57:07 pm**

Currently working on the Spring update. I'm planning on four updates this time, one per season. Summary of my efforts so far:

Quote

You have two cows. You are a cow farmer. The government takes both your cows away to be cared for by ex-chicken farmers. Meanwhile, YOU have to take care of goats while the chickens are cared for by ex-goat farmers.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Immortal-D** on **January 22, 2015, 08:07:32 pm**

We need a year 2 comparison, your first writeup was fantastic :)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **than402** on **January 23, 2015, 01:39:56 pm**

how do i use dfhack to disable the flow of the river?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **January 23, 2015, 02:39:47 pm**

Damn it up with osidian. Spawn magma on the ends.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **than402** on **January 23, 2015, 02:49:42 pm**

thanks. it came a bit... shoddy (you'll see when I upload images), but hey! my fps rose. somewhat.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **than402** on **January 23, 2015, 04:07:12 pm**

## Humans, Spring Year 5

From Blockwade's expedition log, as written by Ag "The Jack" Strayingmeteors

1st Granite, 31

After five years of applying and being rejected, I was finally elected as overseer! And immediately regretted my decision.

I can't complain, the place has been tidied up and expanded a lot recently, but for every problem solved another pops outor remains unnoticed until too late. First things first, though, WE MUST TEAR DOWN THE PART OF THE HILL THAT'S CONNECTED WITH OUR WALL!!! What the hell? Oh, and tear down more of the damn hill while we're at it. I shudder to think what would happen if archers fell upon us...

5th Granite, 31

The gnomish caravan finally arrived. The fact the little buggers noticed us means we are growing rich and strong. I think I'm just gonna buy some animals, though the machinery they carry also interests me... I bought a cougar, an emu, a steel sabre, some tin and whatever bits and pieces looked shiny to me. I don't know what to do with them, but someone has to. I also took a look at the prisoners from the last battle... I wonder what to do with them...I asked the gnomes if they accepted succubi as payment. They took it as a joke. I have an idea about them, but first I have more important things to do. Like tearing down the hill and furnishing the bedrooms.

9th Granite, 31

Stupid miners... Whoever had this bright idea to channel the ground under his feet deserves his broken ribs, that's what I know.

24th Granite, 31

I ordered a masons' guildhall to be set up and mandated yet more hill to die. But now the miners report an attack by our worst enemy yet: foxes! Damn miners... Also, I ordered leather and sells to be sold. We need money more than we need overflowed leather stockpiles. Next up, I'm gonna tidy up the excavation site (in order to expand the city) and set proper barracks.

9th Slate, 31

Greetat, more migrants. Well, more haulers won't hurt I guess, but I'll draft anyone who complains about the lack of beds.

18th Felsite, 31

Okay, the masons' guild has been expanded. I also reached the conclusion that we have more blocks than we'll ever need. Good thing I bought the stonecrafters' permit. Also, a weird mechanical creature has been spotted scouting our town. I predict troubles... Also, the elves have arrived. Mithril and exotic animals. Excellent. And they brought several grizzly bears and giant spiders. That will be a wonderful addition to our military.

27th Felsite, 31

Negotiations with the elves have ended... poorly. I had been informed about their sensibilities, but not that they would be such dicks about it. Apparently, they spotted something wooden in our offerings, they spat on me and decared that they would "not deal with murderers". I responded with unsheathing my weapon, calling my men and declaring that I would seize their war animals, their weapons and some cloth and there is nothing they can do to stop me. It won't do our reputation much good, but hopefully it will teach them some manners.

1st Hematite, 31

Summer has entered and the work on the hill has not yet reached a satisfactory point. The hill is a hazard to our community and there's nowhere to hide from arrows. I do have an idea, however. One that will solve our defense problems, our block surplus and will give us plenty of space with no need to create towers or to expand to all the valley. It's time for some drastic actions...

Spoiler: Some photos of the town (click to show/hide)



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Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **WodanYmirthe2nd** on **January 23, 2015, 05:15:02 pm**

You seized an Elven caravan and used the guy that singlehandedly saved the fort from getting ~~literally raped~~ killed by a marauding Succubus warband, eh?

Somehow, the human side of this LP is becoming more and more of a Man versus Hill with the latter fighting back as much as possible by spawning animals and occasional assholes and the former being as much as a dick to the hill as possible while running a pickaxe on its face. Also, I suggest that you put more lazy slackers in the fishing job. More raw fish to sell means more gold anyway.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **than402** on **January 23, 2015, 05:37:56 pm**

Just like humans IRL, we shape the environment to our needs. But yeah, aside from the automatons and a recent orc siege the anti-hill crusade is without doubt our LP's thing.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **than402** on **January 23, 2015, 06:09:30 pm**

## Humans, Summer Year 5 (+ Battle)

2nd Hematite, 31

Two more of these metal things. One of them also carries what appears to be a shooting device. I smell a lot of trouble if more of these show up... It also chopped a baby's arm off! I mean, wow. I know I'm not the nicest man on this green earth, but that was ruthless.

26th Hematite, 31

We've finally completed the carpenters' guild! Now we can use all those ironbones to make armor. Also, the elven emissary not only forgave our theft, but actually asked us what we should bring next year! Fucking elves...

17th Malachite, 31

Both projects (that is, tearing down the hill and fortifying the city) continue as planned. We also have some migrants.

18th Galena, 31

The human caravan has arrived. Finally, time to buy some armor and some metal.

Spoiler: oh crap (click to show/hide)

The enemy have come and are laying siege to the fortress.

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Along with an army of orcs. As always, there are a ton of civilians running around (away from the gates and the trap hallway, of course), people dying and the caravan is trying to flee. There are also some kobolds, which I almost pity. Oh wait, they're filthy kobolds so "almost" is the key word here. I'll pull the lever and try to weaken them with arrows before I attack. The only good news are that we caught two of the metal people. Females, to be exact. Once we oust the orcs, I want to try and communicate with them. Try to learn their motivations and what they fuck they are.

1st Limestone, 31 (The Battle)

I stationed the Tattoed Nuts in a safe place on top of the hallway. So of course, what does the sergeant do?

Spoiler: natural selection in a nutshell (click to show/hide)



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Asshole, you're wearing leather armor and shooting bone arrows. Now you'll die and it will be all on you.

The orcs eventually assaulted the now open gates. Me and my men were waiting for them on the other side.

Leading the orcs was a "Sorcerer" who called himself Azguuruk Tarkuukbuur (I'm pretty sure the shaman meant to name him Asguruk Tarkukbur, but he stuttered).He was weilding a blowgun and was riding a dire wolf. He charged at our military commander while muttering a curse that caused the sergeant's and the commander's skins to rot and our commander to be wracked with pain. The sergeant had it hard on that battle. She was also attacked by a swordorc which managed to land several cuts before she grabbed him and kicked his brain out (I didn't even knew orcs had that organ!)

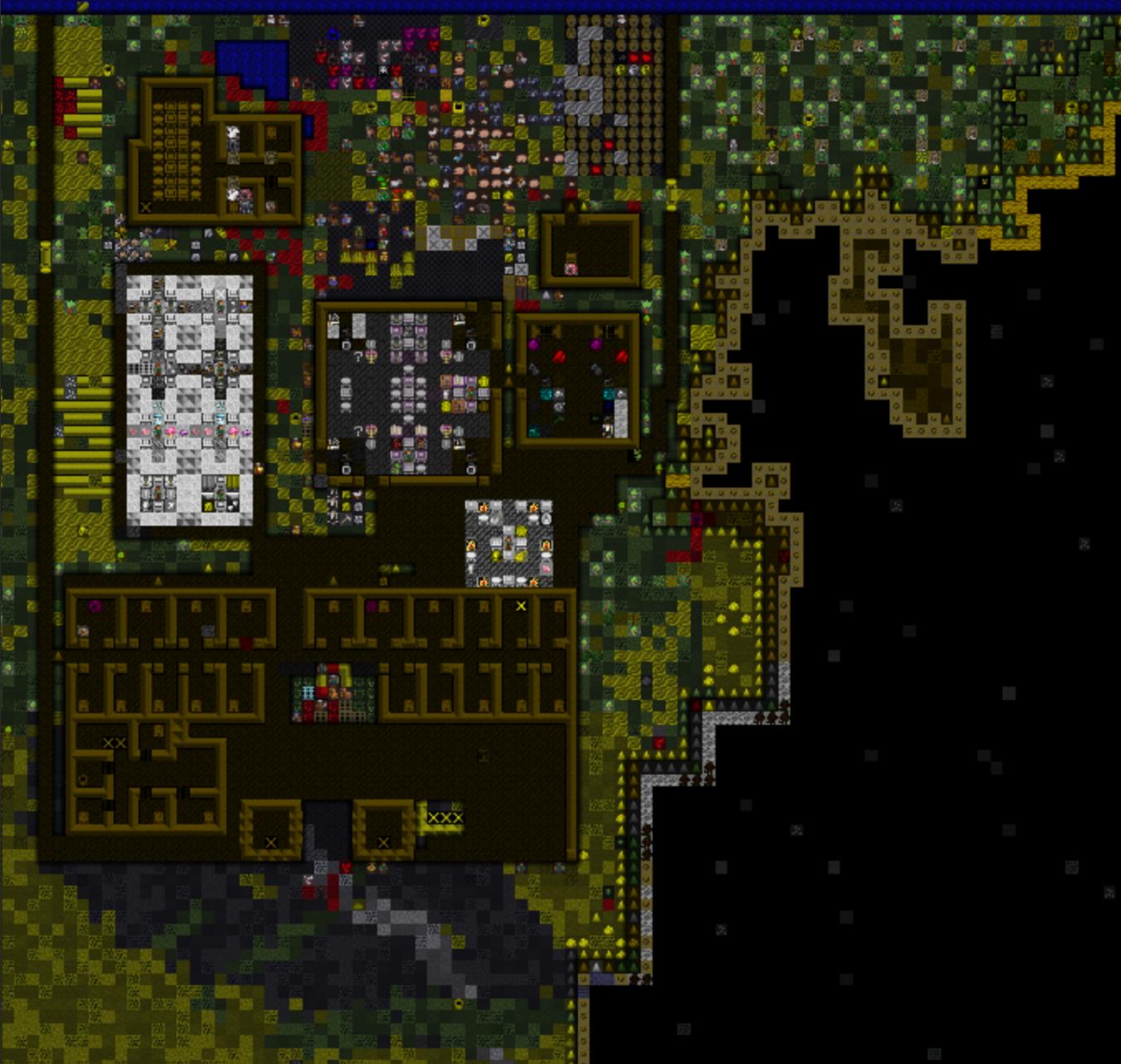
The military commander soon put her act together and, unleashing a war cry, charged the warlock and ran him through with her orichalcum spear. A wrestler killed the dire wolf by repeatedly smashing its skull with that slag morningstar. The rest of the orcs were either captured or ran for their lives.

Overall, our casualties were: one dead, two wounded, while the orcs lost two (three counting the wolf) and 13 were taken prisoners. I'd say it could have gone worse.

Okay, people. Show's over. Get back to business. There's a hill waiting to die, a ceiling and some bedrooms waiting to be built and whoever is slacking off should get a rod and go get some fishes. And the rest of the army, follow me. We've got two metal ladies to interrogate.

Spoiler: photos from Blockwade (click to show/hide)



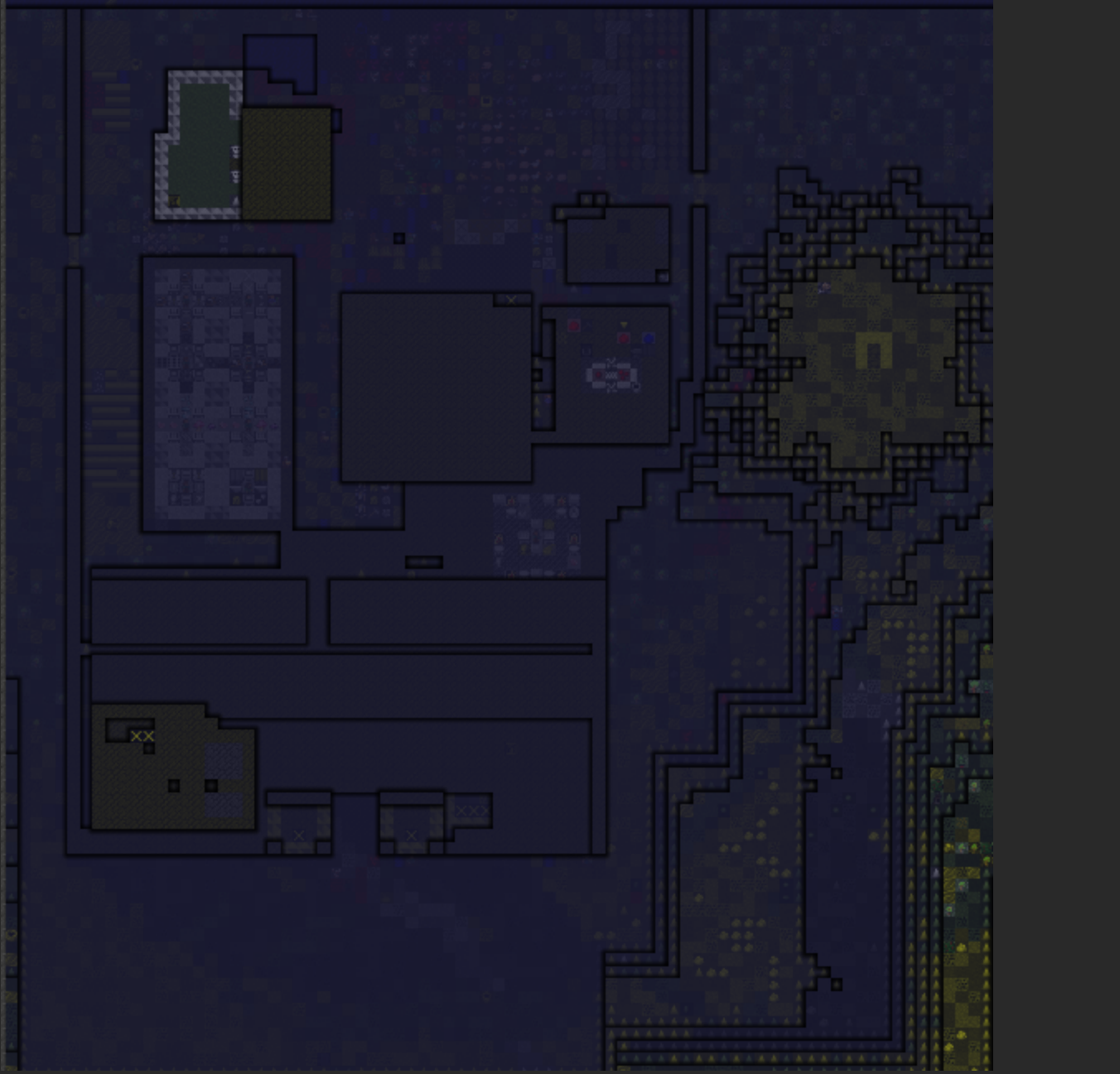


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tune in tomorrow for the automaton's interrogation (I'll write it as an interlude) and the rest of the year

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Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **than402** on **January 24, 2015, 09:47:04 am**

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## Interlude: First Contact

The Jack cleaned his spear and entered the barracks. Along him were Owba, Ica and Jeha. The creatures were in the middle, sitting perfectly still in their cages. They looked like women made out of copper. They had opening where they eyes and the mouth would be, and hot steam was leaking from one of them. There was plenty of noise from above, but even so Jack could hear a constant hissing coming from the wound. Did that wound hurt? Were they angry? Were they even sentient?

"Alright, m'ladies. You *are ladies, aren't you?*" The creatures made no sound. "I have some questions for you. Can you speak?" No sound came.

"Okay, so I'm gonna begin. Just hit your legs on the floor. One hit for yes, two for no. And if you continue to remain silent, I'll be forced to



assume that you are not sentient, and therefore the only way to learn more about you is by chopping you up and giving the pieces to our mechanic. Do you understand?" Silence for three seconds. Then they both hit the ground once.

"Good. So, who sent you? Was it the succubi?" No sound came. "Was it the orcs that just attacked?" Silence. "Are you another insane gnomish experiment?". The creatures were silent still. "We know there are more of you out there and not all of your kind, whatever that is, looks like you. One of them sliced a toddler's arm off, so we know you're not here for our children. Are you scouts?" They hit the ground together. "That was painless", Jack murmured.

"So, what's your purpose? Is it to kill us?" Silence. "Is it to steal our stuff?" Silence. Ag was starting to lose his patience with them. "If you're not going to tell me something useful or new, then I'm gonna...

"Perfection",the two creatures said as one

The Jack was startled. The voices were dry and emotionless, like the sound a machine would make that just happened to sound like a normal voice.

"Say what now?"

"We are the automatons. Our masters, the Dwarves of Nikuzothob, created us to bring perfection to this flawed world. We were made perfect and infallible. We will fix the world of errors, and everything shall be made perfect as well."

Ag had heard the story of Nikuzothob. Once the greatest jewel of the Dwarven civilization, known for its accomplishments in both art and science. But the Dwarves were swallowed by pride from their accomplishments. They claimed the divines were holding them back and that they would prove their superiority to the gods by creating life themselves. No one knows what became of them. One day the fort just wasn't there. They say the gods punished them for their arrogance. They made the mountain swallow the fort and turned them into kobolds, cursing the once aloof and wise Dwarves to remain the lowest of the low until the end of times. Priests were telling this story as a cautionary tale to blasphemers, but few believed it. Did the dwarves succeed in making life after all? And what truly happened to them?

"What are these "errors" you are talking about?"

"Death. Disease. Pain. Hatred. Greed. Lust. Sloth. Weakness. Uncertainty. We will fix this flawed world from these errors and more. We will fix you and your world like we fixed our masters. You will be ideal. Eternal. This world will be ideal."

"It's you who need fixing, you fucking tinmen. Who am I even talking to now? Do you even have names? Can you even think for yourselves?"

"Names are redundant. A name defines a personality. Personalities cause conflicts. Conflicts create errors. These two units don't have or need names. You may refer to us as The Automata. Or "fucking tinmen", if you prefer. We do not fault you for your ignorance. Humans are especially flawed creatures, and you appear to be more flawed than the rest. But have no fear. Once we fix your settlement, even one such as you can reach perfection."

"That's enough!", Ag shouted and drew his spear. "Time for plan B"

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **than402** on **January 24, 2015, 11:03:33 am**

oh god the tantrum. three guys. I LOST THREE GUYS AND HALF MY TOWN IS TANTRUMING BECAUSE OF THAT!!!

that's it, I'm using dfhack. call it cheating, but this thing is surreal. I had 15 deaths and half the town tantruming because of three dead guys in a battle 3 months back. Humans don't act like this at all.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **than402** on **January 24, 2015, 12:31:32 pm**

## Humans Year 5, Autumn and Winter

4th Limestone, 31

After I finished with the "Automata", I ordered my citizens to start cleaning the mess. I also ordered for a restraint at the barracks. I want to find out more about the creatures. The broker and some other people were grieving for their lost loved ones with the traditional way (that is, screaming and throwing stuff). I also drafted some people to make up for the empty spaces in the guard and mandated the constuction of some new quivers. Meanwhile, that asshole of a mayor still tests my patience by mandating dices.

10th Limestone, 31

I had my men tear up one of the automata. Steam bursted when they opened it, but they did kill it. If only I knew how these things work, maybe I could find a way to fight them. I also mandated some coffins. The liaison asked me what the town needed. I said "metal, sheep and maybe a few contracts." I'm thinking about making some universities and renting the space to teachers.

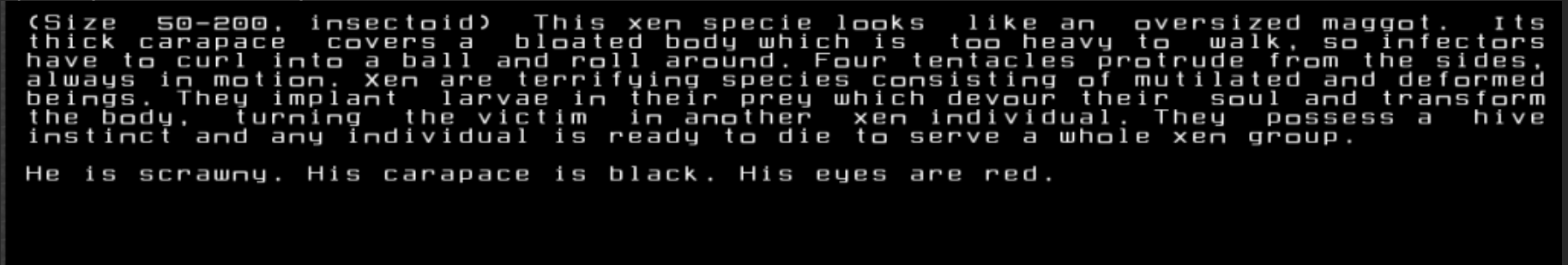
1st Sandstone, 31

I've reached a conclusions: The town is composed entirely out of whiny assholes. Three guys. That was three guys dead and already I have two people driven insane (one of them a bladesman) and another one gone berserk. And like I didn't had enough problems already, some new critters appeared.

Good, now I have huge maggots to worry about. They've already wounded a soldier, even.

5th Sandstone, 31

[Spoiler](#) (click to show/hide)



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Well, at least that's taken care of.

15th Timber, 31

The general depression continues relentlessly. Some migrants have arrived, which is nice, but otherwise about half our town is unhappy. I asked around, and the results were... not shocking.

1st Moonstone, 31

It's been three months since the battle and people still haven't gotten over it. The good news are that my overseership will be over in three months, so these whiny idiots won't be my problem anymore. In the meantime, I'll set up some beds for the newcomers. I wonder if it's too late to invite the automata, though... After witnessing this rampant idiocy, free will doesn't seem so necessary after all...

12th Moonstone, 31

That's it. I gathered the townsfolk and declared martial law. I said to the people that anyone I catch tantruming, speaking to himself or whatever I'm gonna hang. I don't care if that leaves me, Bearkiller, WodanYmir and Bigheaded, I won't stand for this anymore. You people had three months to mourn, and razing the town won't bring your loved ones back. So after ordering the military to kill a tantruming jeweler as an example, I ordered everyone back to business. I'm gonna set this place straight no matter what.

22nd Moonstone, 31

Okay, it seems martial law is working. The place is a disorganized mess, but at least it's quiet. I bought a permit for a rockforge and set out to make one. I'm also going to make a smiths' guild. Also, some idiot has razed our drawbridge.

24th Opal, 31

So, a miner died and we're back in business! Everyone's upset again.

7th Obsidian. 31

More tantruming and some animal razed the smiths's guild and half the merchants' guild to the ground. It's official, our community can't have nice things.

19th Obsidian, 31

The whole town is at each others' throats again, and I don't even give a crap anymore. Some gnomes have arrived. That's nice, let's see what they carry. But first, we must make a new depot. Because as I mentioned earlier, we don't deserve nice things, only ruins. I'm kinda looking forward for the automata to attack.

1st Granite, 31

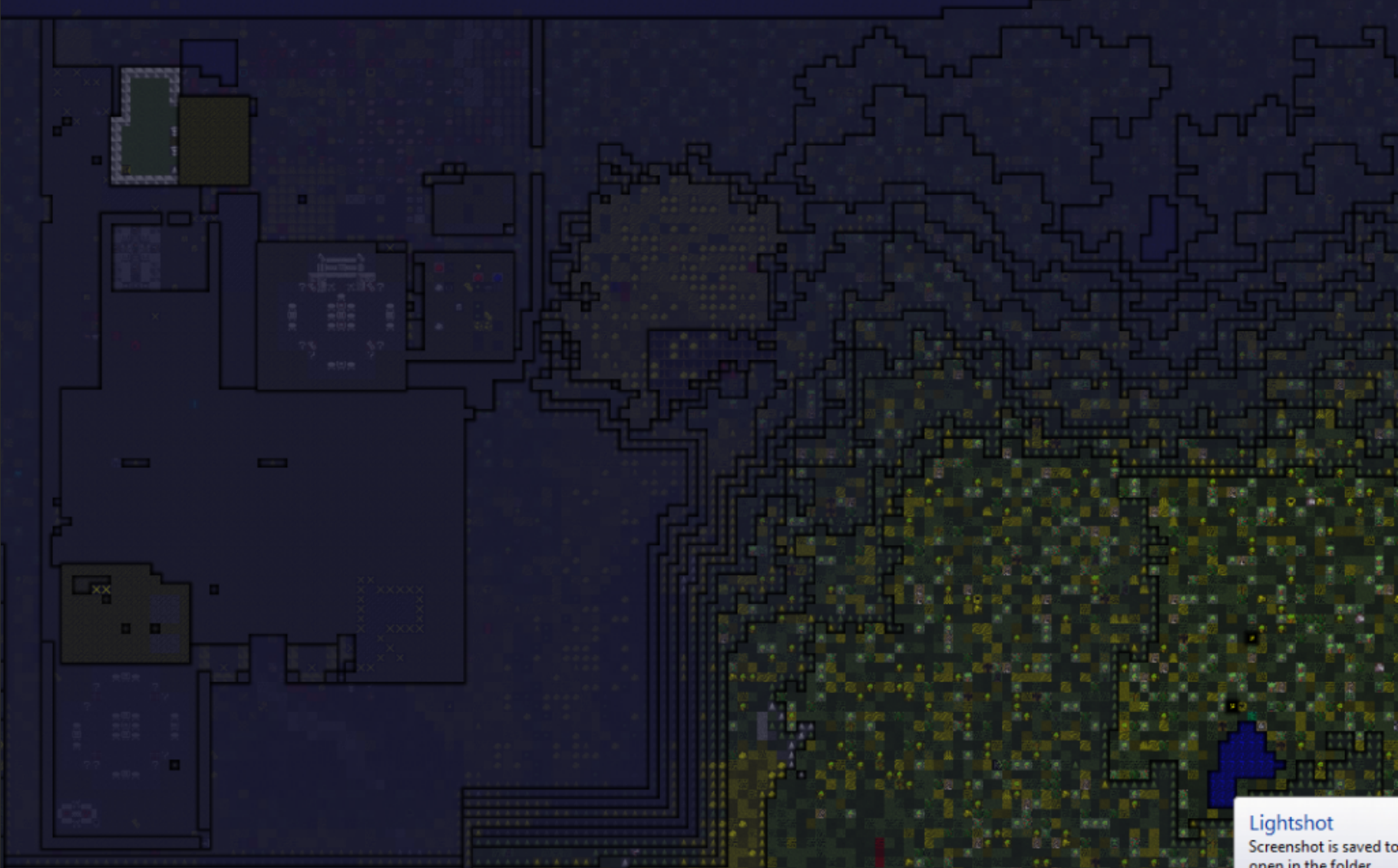
More deaths, more destuction, more insanity and the simple task of making a depot has not been carried out yet, but I don't care because my overseership is done. So now it's time for my next project: find a way to talk Samspikixi into abandoning this madhouse and settling somewhere else.

[Spoiler](#) (click to show/hide)



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[Spoiler](#) (click to show/hide)

City Xugothuro, ●Blockwade●FPS: 150 (29)1st Granite, 36, Early Spring

AnimalsKitchenStoneStocksHealthJustice

Created Wealth:315579\*  
Weapons:29196\*  
Armor and Garb:10965\*  
Furniture:15197\*  
Other Objects:121898\*  
Architecture:76875\*  
Displayed:24540\*  
Held/Worn:36908\*

Imported Wealth:93582\*  
Exported Wealth:12208\*

Food Stores:1487  
Meat295  
FishNone  
Plant87

Seeds398  
DrinkNone  
Other707

Population:97

Miners3  
Woodworkers8  
Stoneworkers2  
Rangers6  
Metalsmiths7  
Jewelers2  
Craftsmans13  
Nobles/Admins8  
Peasants2  
Children12  
Fishery Workers5  
Farmworkers18  
Engineers2  
Trained AnimalsA21  
Other AnimalsA130

Axemans  
Axe Lords  
Swordsmans  
Swordmasters  
Macemans  
Mace Lords  
Hammermans  
Hammer Lords  
Spearmans  
Spearmasters  
Crossbowmans  
Elite Crssbwms  
Wrestlers  
Elite Wrestlers  
Recruit/Others

None  
None  
2  
None  
None  
None  
1  
None  
2  
1  
None  
None  
3  
None  
None

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| Citizens (97)                                             | Pets/Livestock (151) | Others (65) | Dead/Missing (124) |
|-----------------------------------------------------------|----------------------|-------------|--------------------|
| Centaur                                                   |                      | Deceased    |                    |
| Ur, Centaur                                               |                      | Deceased    |                    |
| Konli Zothotolis, Stonecrafter & Potter                   |                      | Deceased    |                    |
| Fanu Amjir, Trader                                        |                      | Deceased    |                    |
| Xen Infector                                              |                      | Deceased    |                    |
| Xen Infector                                              |                      | Deceased    |                    |
| Xen Infector                                              |                      | Deceased    |                    |
| Ughorb Uzgashmuurzum, Artisan Orc Swrdrc                  |                      | Deceased    |                    |
| Azguuruk Tarkuukbuur, Sorcerer Blowgnnr                   |                      | Deceased    |                    |
| Latak, war Orcish Dire Wolf                               |                      | Deceased    |                    |
| Slenshi Emimceslaz, *Masons-Guild Mmbr*                   |                      | Deceased    |                    |
| Lurit Ediamil, Trader                                     |                      | Deceased    |                    |
| Automaton Thief                                           |                      | Deceased    |                    |
| Coral Snake                                               |                      | Deceased    |                    |
| Shadu Sonakateng, Baby                                    |                      | Deceased    |                    |
| Esasile Gavelescoliris, Succubus Mac Dm                   |                      | Deceased    |                    |
| Midaceri Macululesaxecie, Succubs Mc Dm                   |                      | Deceased    |                    |
| Mueliceri Misavithmerirourm, Scbbs Mc Dm                  |                      | Deceased    |                    |
| Mocora Pedasmisirel, Succubus Mace Dame                   |                      | Deceased    |                    |
| Gaveles Axasixemiseuredus, Succbs Mc Dm                   |                      | Deceased    |                    |
| Mixel Cesicoureaxal, Succubus Mace Dame                   |                      | Deceased    |                    |
| Polonde Misasiealore, Succubus Axe Dame                   |                      | Deceased    |                    |
| Punde Misadeavosesse, Succubus Thief                      |                      | Deceased    |                    |
| Atho Ojaorma, Trader                                      |                      | Deceased    |                    |
| Ori Osplekzicab, Farmer                                   |                      | Deceased    |                    |
| Bekat Licgulgud, Baby                                     |                      | Deceased    |                    |
| Wolf                                                      |                      | Deceased    |                    |
| Raccoon                                                   |                      | Deceased    |                    |
| Stray war Dog (Tame)                                      |                      | Deceased    |                    |
| Stray war Dog (Tame)                                      |                      | Deceased    |                    |
| Reloth Ethlalapo, Child                                   |                      | Deceased    |                    |
| Coyote                                                    |                      | Deceased    |                    |
| Coyote                                                    |                      | Deceased    |                    |
| Stray Puppy (Tame)                                        |                      | Deceased    |                    |
| Stray Puppy (Tame)                                        |                      | Deceased    |                    |
| Pebu Ices, Furnace Operator                               |                      | Deceased    |                    |
| v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Manager, r: Remv |                      |             |                    |
| l: Manage labors (DFHack) s: Search                       |                      |             |                    |

Lightshot  
Screenshot is saved to Screenshot\_355.png. Click here to  
open in the folder.

([http://s1014.photobucket.com/user/thanzirg/media/Screenshot\\_356\\_zpsff248d42.png.html](http://s1014.photobucket.com/user/thanzirg/media/Screenshot_356_zpsff248d42.png.html))

ok, so this LP may as well be the perfect example of a destructive tantrum spiral: everyone in the town is friends to each other (which doesn't make sense, obviously) and each time someone dies everyone starts tantruming until someone goes berserk or dies, which causes more tantrums et cetera. I didn't even bothered to use dfhack the second time, it's pointless. Unless I remove all relations from everyone, it will keep on happening. Remember, the second wave which has killed 12 people so far started from one dead miner. One. I don't even think it's salvageable anymore, but if anyone wants t try to save it or reclaim it be my guest.

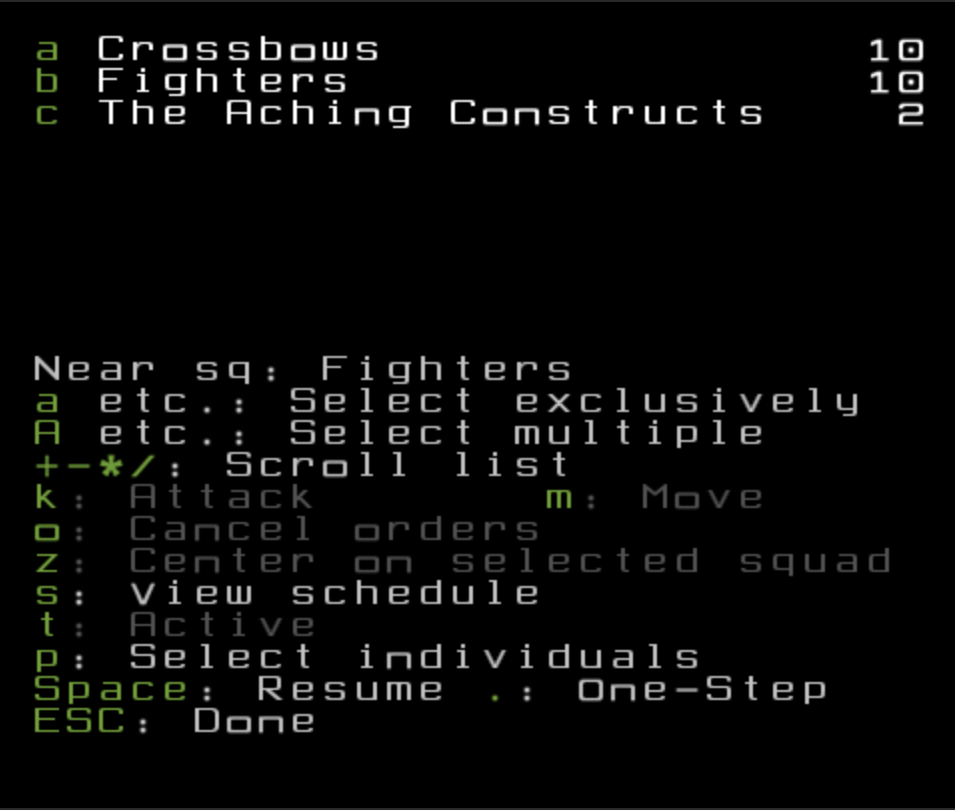
here's the save file. let me know if it's the wrong one.

<http://dffd.bay12games.com/file.php?id=10489> (<http://dffd.bay12games.com/file.php?id=10489>)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Jakob** on **January 24, 2015, 03:53:57 pm**

### ☼Dwarves☼ - Year 5, Summer

In response to the piles of corpses we've been finding in the caves, I decide it is time to expand our glorious military now that I have once again taken control back from the foul usurper. Migrants are greeted at the door with piles of weapons and armor, and are drafted into the glorious legions of Kadollisid.



Their tears are ignored as I give them the order to kill everything in the caves, and I begin whistling a tune as they march solemnly down the stairs. Just as the last one leaves, I hear screams from outside, and see a werewolf murder half of the leaving gnome caravan, the rest running away after shooting it down. I can only hope their king understands that it wasn't my fault the caravan wasn't protected in our land.

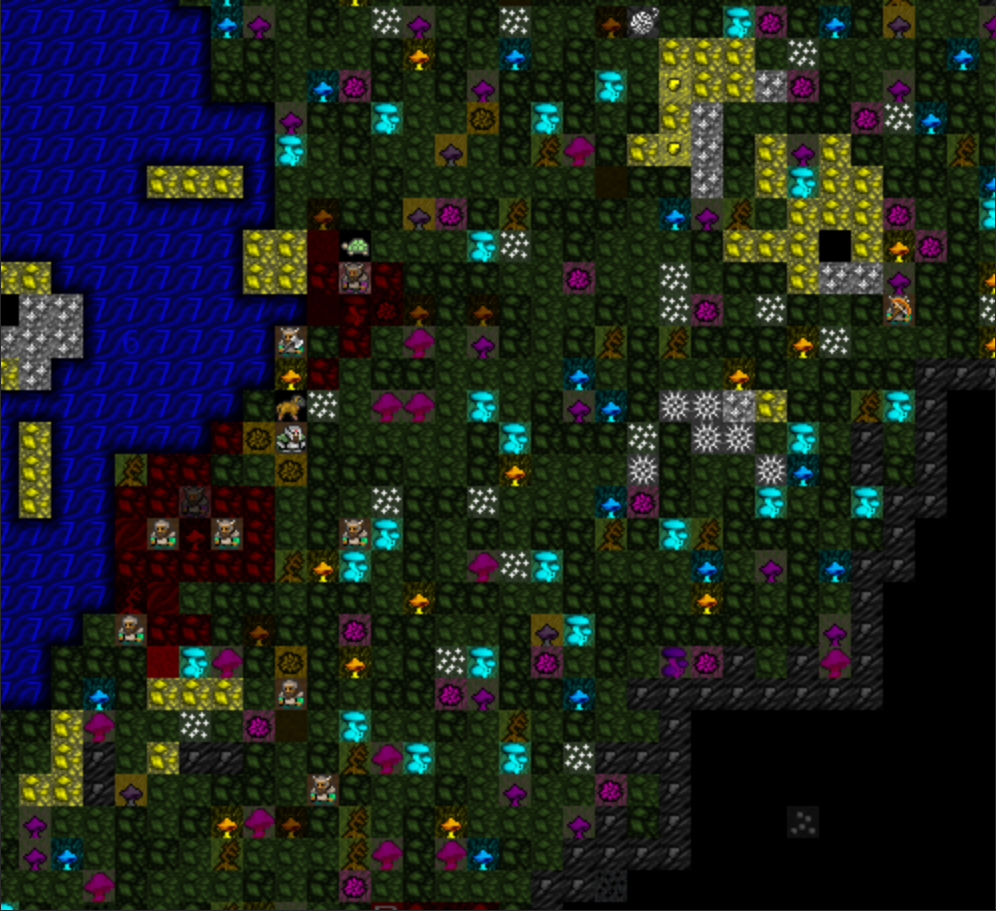
In their haste, the gnomes left behind a mix of the goods we gave them and things we didn't buy in their wrecked cart, and I quickly have our boys take the stuff inside. Much of it is baubles, but they'll sell good, and the damned cutthroat gnomes deserve it.

However, as the wounded are dragged upstairs, I am told our victory in the underground is far less glorious.

They only had to kill a Blight Bat and the Antman, Stagabashrolgis. The Blight Bat was killed almost instantly and soon, over twenty soldiers descended on Stagabashrolgis. The ant warrior already had a broken chest, feet and a missing arm, and has so far managed to easily brush off all of our warriors' attacks, bashing them with his shield as they attempted to drag him down.

iron round shield), bruising the skin through the (cotton fiber cloak)! The Drone Hivefighter strikes The Recruit in the right foot with his (rusty iron round shield), fracturing the bone through the (chitin shoe)! The Drone Hivefighter punches The Recruit in the right shin with his second left hand, denting the bone through the (tough leather trousers)! The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle, shattering the skull's bone through the (scaleplate hood)! The Wrestler looks even more sick! The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle, denting the skull's bone through the (scaleplate hood)! The Wrestler looks even more sick! ♣The dwarf yells: **Offense is still the better defense!** ♣ The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle, shattering the skull's bone through the (scaleplate hood)! The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle, fracturing the skull's bone through the (scaleplate hood)! The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle and denting the skull's bone through the (scaleplate hood)! The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle, shattering the skull's bone through the (scaleplate hood)! The Wrestler looks sick! The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle, denting the skull's bone through the (scaleplate hood)! The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle and shattering the neck's bone through the (scaleplate hood)! The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle, shattering the skull's bone through the (scaleplate hood)! The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle, shattering the skull's bone through the (scaleplate hood)! The Wrestler looks sick! The Drone Hivefighter strikes The Recruit in the right hand with his (rusty iron round shield), fracturing the bone! The Drone Hivefighter strikes The Recruit in the left forearm with his (rusty iron round shield), fracturing the bone through the (cotton fiber cloak)! ♣The dwarf yells: **Offense is still the better defense!** ♣ The Drone Hivefighter strikes The Wrestler in the head with his (rusty iron round shield), bruising the muscle, shattering the skull's bone through the (scaleplate hood)!

It soon becomes very clear that if I continue this, Stagabashrolgis is going to murder 20 Dwarves and I order the retreat. One Dwarf is already dead, and twelve more are lying on the ground, incapacitated. All that’s left of our glorious legion is a mastiff whom Stagabashrolgis is currently curb stomping.



We can’t even recover the wounded or dead for fear of Stagabashrolgis, and we can’t trick him into a trap as he simply sits in his little corner of the cave, waiting for our next strike. I glanced him as I investigate and I am immediately pierced by his cold, calculating, black eyes. The antman knows that we fear him, and I soon back away.

Summer arrives soon after.

Title: **Re: ♣Battle of the 8 Armies♣ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Arcvasti** on **January 24, 2015, 03:57:20 pm**

Antmen have four arms. So three limbs to wield shields with. Four if they lack a weapon. That's hilarious. He'll pass out from over-exertion eventually, and then he'll be screwed.

EDIT: 2/3rds of the way through Spring for the Kobolds. Should have the update up in about an hours. No promises though.

Title: **Re: ♣Battle of the 8 Armies♣ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **January 24, 2015, 04:00:06 pm**

But they lack any ranged weapons, so you can pick 'em off from fortifications or even a non-fortified platform well enough.

Title: **Re: ♣Battle of the 8 Armies♣ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Jakob** on **January 24, 2015, 05:03:04 pm**

He's hovering a tile off the ground, which is why every one of those guys on the ground has a broken neck and skull. His three arms of shields have completely dominated us. Marksdwarves just charge him for some reason.



Post by: **WodanYmirthe2nd** on **January 24, 2015, 05:43:59 pm**

While it is logical to blame ourselves for bringing this upon us, I'm gonna go and blame the fucking hill for this. If the Xen Infesters thingies came out from the hill, I'm gonna blame the hill extra hard now for doing this kind of shit.

Also, Man versus Machine, somehow I'm getting this feeling that the Human LP will have some kind of an Iron Men Wars.

Post by: **Boltgun** on **January 24, 2015, 05:57:29 pm**

"Offense is still the best defense"  
- Urist McGettingBeatupWithThreeShields

Post by: **than402** on **January 24, 2015, 06:00:20 pm**

Oh boy, looks like the effects of having too many slackers being buddies with each other is finally paying off in the Human Town. I was expecting this to happen in my tenure but it seems that I usually end up not having any of that during the time I started playing despite having two guys killed who are friends with a lot of people. Not to mention, the animal population is in one place, festering with rage as their pasture space/meeting area gets more and more crowded every migrant wave.

as it is, the town is heading straight into a tantrum spiral ending and there's no legitimate way to prevent this. the only way to prevent this and keep it going is to remove the friendly relations (everyone has at least 20 friends, that's why half the town's upset every time someone dies) and then remove bad thoughts again.

While it is logical to blame ourselves for bringing this upon us, I'm gonna go and blame the fucking hill for this. If the Xen Infesters thingies came out from the hill, I'm gonna blame the hill extra hard now for doing this kind of shit.

"Offense is still the best defense"  
- Urist McGettingBeatupWithThreeShields

On hindsight, the hill was just defending itself from our merciless attack by whatever means it had at its disposal. It's moby dick all along, only we have a town instead of a ship, a hill instead of a whale and unlike the book, there will be no survivors at all from this fight if we lose. Let the anti-hill crusade continue!

Also, Man versus Machine, somehow I'm getting this feeling that the Human LP will have some kind of an Iron Men Wars.

If it survives for that long. I actually imagine automata more like Cybermen, though...

So, can relations be removed through dfhack? If not, then I don't see how we can keep it going without suffering a tantrum spiral each time someone has a boo boo.

Post by: **qorthos** on **January 24, 2015, 07:08:14 pm**

Do humans get something like the tavern that can remove bad thoughts?

Post by: **Arcvasti** on **January 24, 2015, 09:00:24 pm**

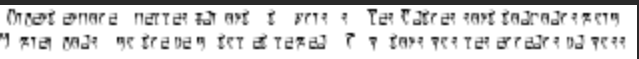
Tantrum spirals, in my experience, rarely destroy forts alone. There's usually a handful of survivors who eke out a living amongst the ruins of their fallen friends until the next migrant wave comes. Although I haven't actually lived through very many of those recently, because Kobolds don't tantrum or berserk.

Also, Spring update incoming~! For real this time~!

EDIT: Also, I'm not so sure about using DFhack to circumvent in-game difficulties. If the fort dies, the official Meph-approved™ thing to do is reclaim it.

Post by: **Arcvasti** on **January 24, 2015, 10:57:36 pm**

# ☀☀Kobolds☀☀ Year 3[Redux]



I blink, and stagger to my feet. Where am I? I look down. I am on the top of the Tower in the Sacred Valley of the Kobolds. I vaguely recall something about a speech? Yes, I have just been made the head kobold of the Valley-dwellers.

☼☼I am Arcvasti, shaper of Metal. You may have heard of me and my strange ways. And indeed, my ways are different. Mine is the path of the square, the metal, the fire and the law. This is not the way of the Kobolds. But such things are only set in stone. Stone can be broken. Once I am done speaking, report to the bottom of this Tower to have your duties inspected and potentially reorganized. This is no place anymore for round pegs.☼☼

I turn and descend the staircase. GRIBLIN, but I have a lot of work ahead of me.

2nd Granite: I've finally sorted most of the kobolds into three groups: Specialized labourers who do only one type of task and also take care of basic hauling and construction tasks when otherwise idle, BLANK's, who only do hauling and construction until I can find a better use for them in some new craft or another and two new four-person squads[The Blossoming Spears and the Withering Blades] of dedicated soldiers, who will be armed with mithral, armoured in bonerattle and who do nothing but train full-time. As mithral weapons will require, quite naturally, mithral, I have a smelter built of an itinerant platinum bar so we can melt down the mithral weapons and armour the Elves left behind into usable bars for me to forge into weapons. I also completely disband the old citizen militia we had going, but leave the Druidic squad, the Savage Spirits, completely as it was.

3rd Granite: I had a prepared meal stockpiles set up in the jack rat pasture. It's not a very central place to put food, but its better then leaving them to rot right after making them. I also begin revamping the Valley's defenses as the current state of affairs was proved

unsafe by recent events. I also have the new tailors begin turning our vast stores of cloth into wearable clothes for the populace. The smelter is finished and my new assistant has begun making fuel for melting down mithral.

7th Granite: On an odd whim, I order a Thieves Tunnel built at the top of the cave. We have PLENTY of Thieves, but nothing to steal.

8th Granite: The entrance is secure. We now have a sealable area between Outside and the Depot and the Depot is only connected to the Valley through a hallway with a door at the end. I also have a Wood Processor built and start processing our wood stalks into wood, so we can get seeds to plant for a reliable wood source

10th Granite: A succubus thief attacked a Bone Carver today, cutting open his leg. Our pet Spirit Bear, almost single-handedly responsible for the Valley’s survival during the Elven Masscre, charged her. We need some traps to deal with these kinds of threats. I order two of them, a cage trap and a weapon trap, built in the hallway between the Depot and the Valley.

12th Granite: I begin forging mithral weapons for the Withering Blades, since my assistant has finally smelted enough bars for me to use.

19th Granite: The Withering Blades are fully armed with mithral and they’ve begun their training in earnest.

23rd Granite: While I slept, it came upon me like a vision: Elves clawing at the wood and leather walls of their tomb as it filled inexorably with water, a tower of lightning descending upon the Druids lodge and setting it alight. I can see plans, coruscating vertices of blueprints whirling throughout my vision in a blur that makes me dizzy. My way is not the way of the kobolds. Mine is the way of the sliding rule, the spinning gears and the buzzing static. And I, like anybold, will defend this Valley in my own way. I’m going to need blocks. Lots and lots of blocks. And wood. And some more specialized parts I’ll have to have specifically made or “imported” from the Gnomes, once the Thieves Tunnel is finished. Nothing like the Elven Massacre will hapen while I am head kobold. At least, not to US...

27th Granite: Progress on the Drowning Chamber is coming along nicely. It helps that I seem to know exactly where everything goes and I even corrected a few flaws of the plan in my vision.

1st Slate: The Thieves Tunnel is officially complete. I order our legendary Thief to get to stealing what I need for the rest of the automated defenses from the Gnomes. I also begin forging mithral pointy sticks for the Blossoming Spears to use, instead of the mismatched bone and iron ones they’re currently equipped with.

11th Slate: After about a week of non-stop thieving, we get lucky: A Thunder Coil blueprint. Even with what I saw in my vision, there’s no way I could have recreated machinery that intricate, so this will be integral to the defense of the Valley. I let our Thieves resume their standard raids, as we’ll need the fireproof Metal mechanisms of the Gnomes for the Thunder Coil. I have the Digger work on slightly enlarging the catacombs, so we can have fireproof stone blocks for the Thunder Coil. The final requirement, glass pipes, is trickier, but we have sand in abundance. I order a Glass Furnace built, conscript a Blank into Glassmaking duty and have my assistant make some more fuel.

16th Slate: Progress on the Thunder Coil’s infrastructure goes along nicely. Based on an ominous sense that the worst has happened before, I decide to have it powered from above, so as to be at less risk of damage from its potent electrical aura. One mustn’t be too careful.

25th Slate: Several kobolds reached maturity today. Four, to be precise. As they all have decent combat Birthsigns, I give them all Metal scourges and flails we had lying around. I have the Bone Carvers start on making bonerattle gear for them.

1st Felsite: Some new kobolds have arrived. Processing them is going to be a pain.

4th Felsite: The migrant wave brings us to 121 kobolds. Most of the immigrants were unskilled and are now Blanks, but one promising Bluebird-Sign was made the fort Witch Doctor and they brought another pet Spirit Bear, who will be an important addition to our defenses. How we’re going to find beds for all these new arrivals, I have no idea. Once the mechanical defenses of the fort are finished, I’ll probably enlarge the bedroom area to accommodate so many new muzzles.

5th Felsite: A couple raccoons get caged or diced by our traps. More meat for us.

7th Felsite: I order thirty mixed leather and bone bedrooms sets made. Do we even have that much leather? If not, I will MAKE enough leather. We need more rooms for the immigrants and the children.

11th Felsite: I designate thirty bedrooms to be dug out. I’m not sure whether this will be done before or after the furniture for them is. Maybe it can be a race between rivals?

12th Felsite: We finally have enough Metal mechanisms stolen from the Gnomes to build the Thunder Coil. We still lack some of the glass pipes, but our defenses are nearly complete. Although the soldiers learn slowly, none of them are more than playing at combat. I redirect our Thief’s efforts towards the Goblins, as we need their gems for many a ritual.

17th Felsite: An Elven ambush of War Raptors is spotted outside the Westgate. I order everyone inside the Valley. Now.

18th Felsite: Some Bowdancers showed up too and started taking pot shots at our Spirit Bears over the wall. One of them takes several arrows, one of them to the eye. He’ll probably live, but he’ll have scars and will be half blind. Hopefully we’ll be able to lure them and the raptors into the Drowning Chamber. Pity the Thunder Coil isn’t finished yet, that could have been fun.

21st Felsite: A lucky hit kills the injured Spirit Bear. The Drowning Chamber performs perfectly and kills most of their war Raptors and a single Elf. The rest of the elven Bowdancers fled, disheartened by the mostly fruitless death of their comrades. There might still be other Elves still around, so I don’t unlock the door to the outside, although I do allow the Drowning Chamber to drain out.

22nd Felsite: Just because there might still be Elves lurking nearby doesn’t mean our domestic affairs should stall. We finally begin construction on the Thunder Coil. When I am finished with them, the enemies of koboldkind will fear not our blade, nor even our traps, but the whirring of gears, the hum of electricity and the rushing surge of water. This will be MY legacy.

24th Felsite: There’s a War Unicorn on top of the aquaduct that supplies the Drowning Room with water. What the fuck. I guess it could have been hiding in the Drowning Chamber and then swum up into the aquaduct while the floodgate was open? No, I had a grate installed to prevent that. I suppose its just... There. Maybe it jumped? And now it’s spooking everyone with how menacing its horn is. Sigh.

And it can’t even get down so I can’t send the Druids to go deal with it. Double sigh. I decide to give a bunch of Blanks bold-bola throwers and bolas, Griblin knows we have plenty of those lying around for whatever reason. I’ll have them throw things at the behorned pony until it either dies or falls off so we can kill it properly. Triple sigh.

[Spoiler](#) (click to show/hide)





26th Felsite: Wow, that’s actually working. They’re only hitting every fifth shot, but seven out of the ten Blanks remembered to get their equipment. The War Unicorn has so far suffered only grazing injuries and hasn’t even tried to dodge any of them, perhaps knowing how precariously its balanced.

27th Felsite: A fortuitous shot sends the Unicorn tumbling into the aquaduct, where it drowns fairly quickly. I dissolve the impromptu militia and resolve to make sure nothing as absurd as this happens again.

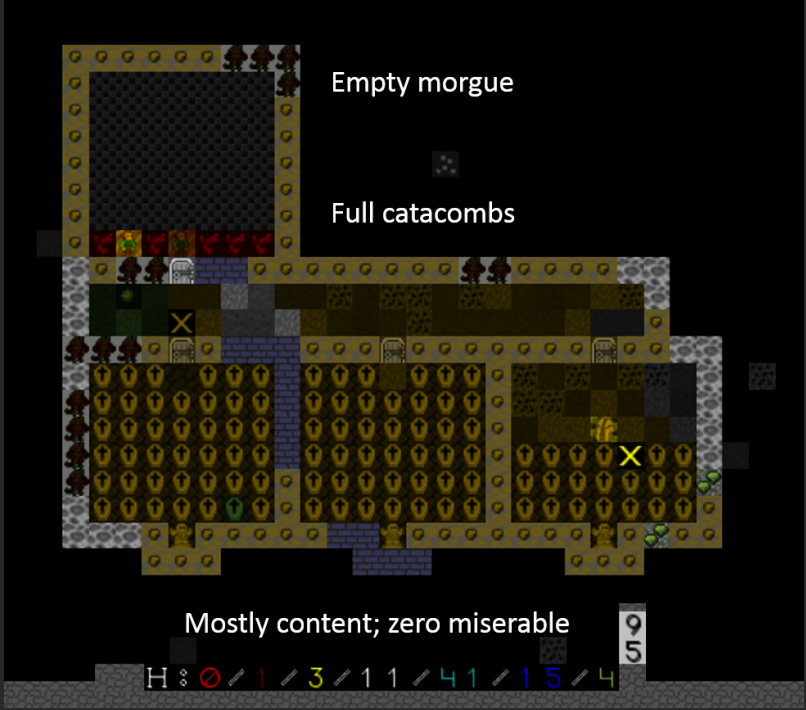
[/color]

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **January 24, 2015, 11:48:00 pm**

Quote from: than402 on January 24, 2015, 06:00:20 pm  
so, can relations be removed through dfhack? If not, then I don't see how we can keep it going without suffering a tantrum spiral each time someone has a boo boo.

Just as a study to see how bad it was I did a "serious" (i.e. no frills, no storytelling, etc.) game from your save; I got the spiral stabilized after ~4 months and down to zero Miserable humans by late summer. As a test, we did lose a human fighter to a next years' orcish ambush and there was no relapse into despair! I think there were a lot of root causes for the sadness, not just a handful of deaths.

Spoiler (click to show/hide)



- \* made sure all nobles are re-appointed and give offices
- \* fort was short on prepared meals and booze -> make more. also bought food and drink from elves
- \* well was overcrowded -> add floors around the back and add a 2nd well
- \* militia was thirsty when on call for long -> butcher pigs for waterskins
- \* many humans were upset from cave ins -> stop breakneck assault on hill 😊
- \* many humans were upset from decay -> un-forbid corpses and build an out-of-the way stockpile ("morgue") for human corpses
- \* hospital was overcrowded due to shortage of crutches and splints -> fix
- \* manager about 60 coffins, 20 very badly needed tables & chairs, 30 rock pots to keep the meals/drinks going
- \* spend most un-skilled manpower placing and filling the coffins
- \* luckily there were still migrants, and there were good weapons if not armor on hand. refilled military with migrants and continued to keep them pretty busy put down berzerking humans, and automaton and orc ambushes.

... just wanted to satisfy my own curiosity that it could be salvaged without DFHack’ing, figured I would share the data point.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Taupe** on **January 25, 2015, 12:47:56 am**

Good job stabilizing this! Any chance this can become a canon turn?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **January 25, 2015, 02:52:59 am**

Sure, I will play it out, and turn it into a real write up.... Maybe in the second half of the year I will learn what some of the human buildings do :D

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **than402** on **January 25, 2015, 02:57:04 am**

apparently, you already did a better job than me, so don't worry about it :)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **January 25, 2015, 06:33:15 am**

Problem seems resolved, thanks smake. :)

Just for the record: Play it out, if you die, you die. Make the fort a lair by using dfhack, then reclaim. Otherwise dfhack is only to fix bugs or help FPS (river dam for example), not for cheating out of combat or other losses.

And that antman hovers in the air? Must be a drone, they have wings. Pretty impressive that you couldnt hit it, does it show what level of blocker/shield user it has by now? :D

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Jakob** on **January 25, 2015, 12:17:04 pm**

I don't think I can. I was curious if he had somehow become legendary but I couldn't find a way to check his stats. I might be dead wrong, but I couldn't find it on the unit menu.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **stroppycarpet** on **January 25, 2015, 02:07:17 pm**

# Warlocks

## year of 34, spring and summer (and a little bit of winter from the year before it)

15th obsidian (of 33): Mestenu goes through the notes inscribed on soft clay inlaid on a bone tablet, a so-called journal. He has so many questions. why do we have so many bone crafts? ((The predecessor must have run out of stone and made bone hourglasses with craft productions))  
why are there around twenty gem splints laying around? why are there unfinished orders for more? At least the foodstocks look good. 500 units of prepared meals and 300 of meat.  
A considerable amount of filled phylacteries, skulls, bones and leather. Good.

He immediately started with the most pressing task that was the easiest to solve: naming the skeletons and zombies. Lacking in imagination, he instead tried to recall as many of the deities the different members of their encampment worshipped. He decided to dedicate one zombie each to each, using the deity's name with the "bola" suffix, meaning 'servant'.  
One of the two last remaining zombies had already been named 'zippo' by somebody else, and the remaining one was dubbed 'stumpy' due to his lack of both hands and one leg.  
The skeletons were named 'rattles' and 'dirtstained' after the first distinguishing feature that popped to his when he saw them.

Next up were noble positions. Apart for the mistress reserved for Deus, he felt forced to appoint Bred Mournsavaged as keeper of knowledge, since he was the only one who had a slightly better clue on how to appraise the value of goods than the rest. The position of fleshmonger proved difficult to fill, all of them would be horrible for the job.  
He ended up choosing Dent for the job as a way to repay whatever 'debt' Dent thought he owed him, and partially because he was amongst the least terrible at doctorwork.

17th obsidian: Dent seemed to have been taking a stroll in the caverns, when he was attacked by a few cave bears. Luckily the overlord managed to get there in time and finish them off easily.

[Spoiler](#) (click to show/hide)



Mestenu didn't get the information first hand, but instead he was notified by a zombie while he was organizing the construction of ovens for coke production. The zombie also informed him of some amusing news:  
Deus had no whip available at the moment she was made mistress, so she opted to issue a beating instead as punishment for the ex-steward almeyu. She had apparently punched him in the gut so hard, he vomited all over the fortress. Learning that almeyu and deus were married made the news that much sweeter.  
[Spoiler](#) (click to show/hide)

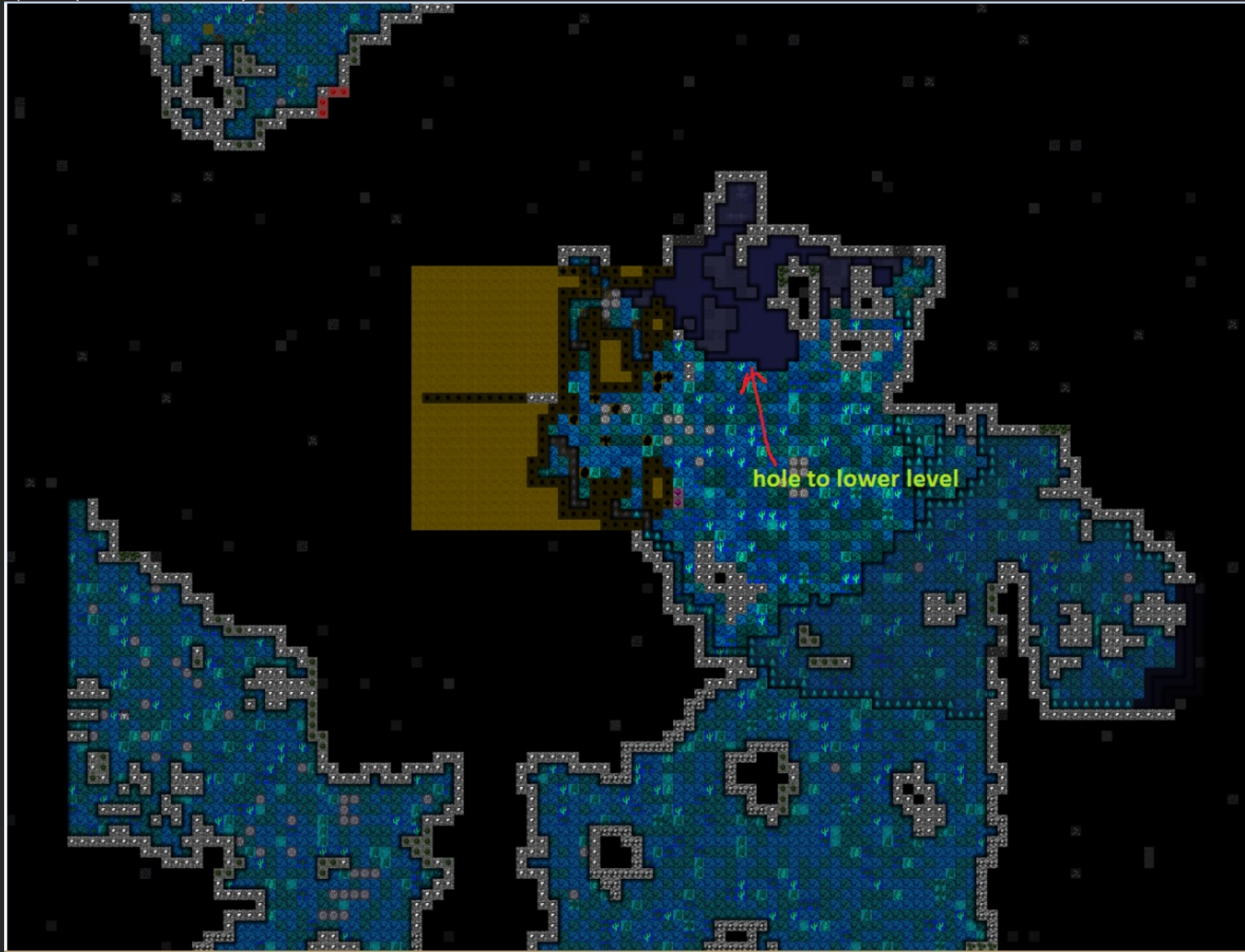


[illegible]

## Spring of 34

15 granite: An additional skeleton has been animated. He was named 'grin'. Three more were ordered to be assembled. Meanwhile, a second and a third cave complex were discovered, along with a vertical tunnel that connects them. The secondary caves have crystals growing in them, while the tertiary ones sport nethercaps. One of the zombies leans over the edge and spots an old abandoned chest at the bottom, and reports to its masters.

Spoiler (click to show/hide)

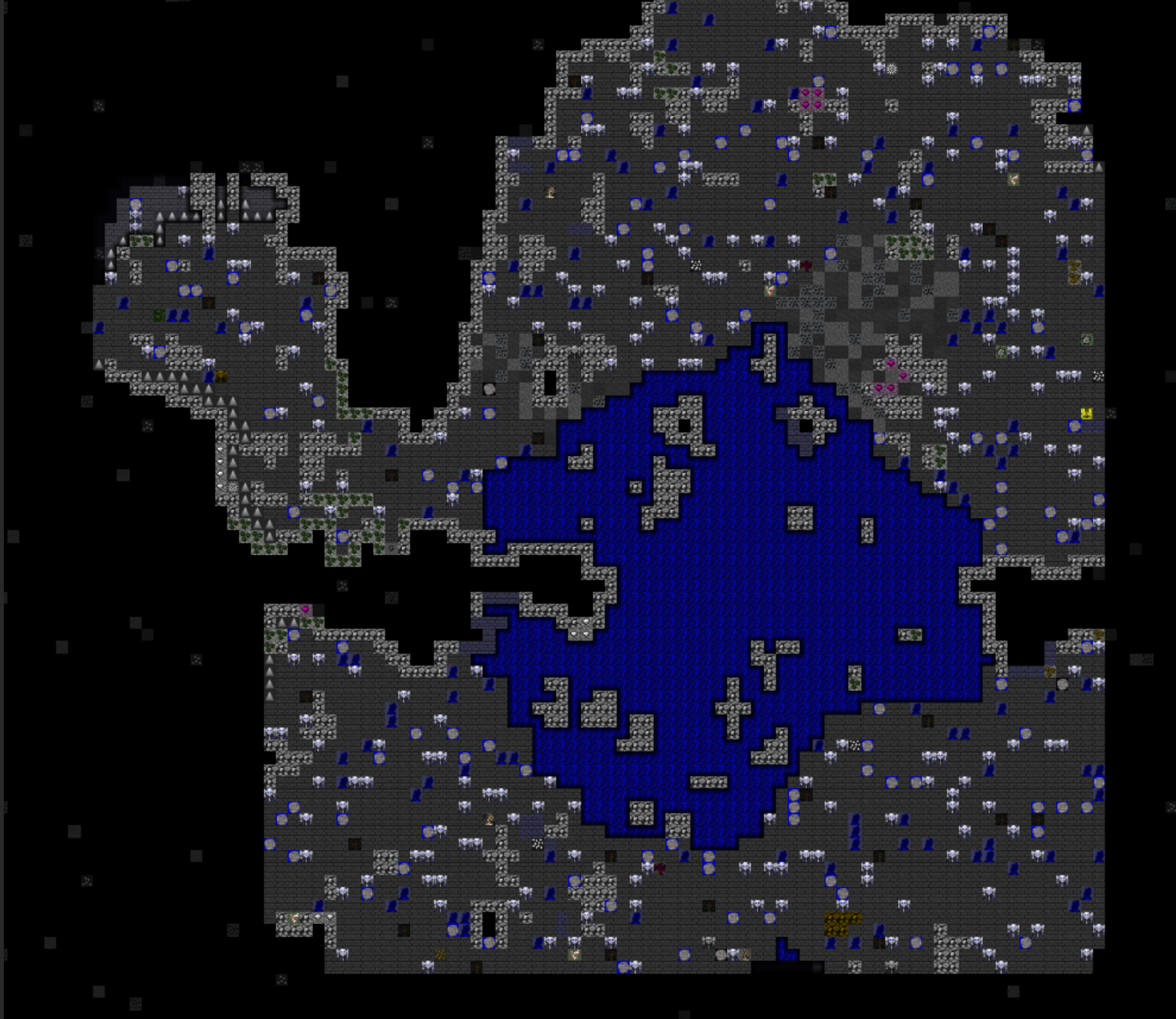


Spoiler (click to show/hide)





[Spoiler \(click to show/hide\)](#)



16 granite: the tattered clothing situation gets more dire with each passing day, and it's about time something is done about it. A few sets of clothing are ordered at the tailor shop.

25 granite: The mining out continues and so does the exploration of the 3rd cave layer. Another minion spots something turquoise and gleaming. Another fifteen pairs of hollow, lifeless eyes dart in the same direction to confirm the suspicions of the first. Raw Adamantine. [Spoiler \(click to show/hide\)](#)



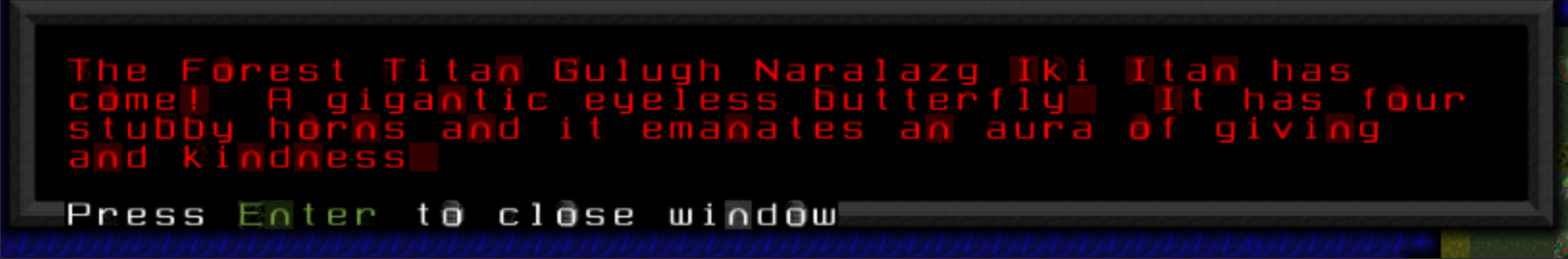


What a boon! And once alerted, mestenu knew exactly what the first load would be used on: a new wraithblade for the overlord. The bone one he currently wielded was effective, but not enough weight could be put into a blow without shattering it. Eventually, a skeleton will be inscribed with metalcrafting skills to produce the finest blade possible, and a sloppy tunnel is dug in the direction of the adamantine cluster.

7th slate: Mestenu noticed a new skeleton had been assembled. He named it Teblfewred after the named cave bear whose skull now was in much better use.

11th slate: The work proceeded slowly but... well... not steadily. Simply slowly. More alarmingly, during a morning stroll by the necromantic altar, two partial skeletons of what turned out to be warlocks were discovered. Caskets were soon created and the bodies interred, after a futile attempt to revive them.

15th slate: Uh oh. An intruder has been spotted nearby the encampment. A titan, it appears. It emanates a psychic aura of positive energy that suppresses the elditch magics of the warlocks. Has the creature been summoned by the elves and tasked to destroy us? Or is it acting of its own initiative? It is impossible to know.  
[Spoiler](#) (click to show/hide)



((seriously though. Aura of giving and kindness? is there a more appropriate foe for warlocks?))

4th felsite: The forest Titan approaches camp and rests on a cremating furnace. While it is not actively charging to battle us, it is undoubtedly scouting or trying to find patterns to exploit weakness. Something must be done soon. Telepathically the warlocks agree on a pre-emptive attack. Dozens of zombies swarm the creature to keep it busy, while the three elite fighters of the camp, The overlord, Deus and a two headed four armed ghoul, flank the creature.

[Spoiler](#) (click to show/hide)

The Zombie punches The Forest Titan in the left third foot from the side with its left hand, bruising the chitin!  
The Zombie bites The Forest Titan in the left second foot, denting the fat and bruising the muscle!  
The Zombie latches on firmly!  
The Zombie bites The Forest Titan in the right third foot, chipping the chitin and bruising the muscle!  
A tendon has been strained!  
The Zombie latches on firmly!  
The Forest Titan breaks the grip of The Zombie's teeth on The Forest Titan's right third foot.  
The Zombie punches The Forest Titan in the thorax from behind with its left hand, chipping the chitin!  
The Zombie punches The Forest Titan in the abdomen with its left hand, fracturing the chitin!  
The Zombie punches The Forest Titan in the left second leg from the side with its right hand, fracturing the chitin!  
The Forest Titan breaks the grip of The Zombie's teeth on The Forest Titan's left second foot.  
The Zombie punches The Forest Titan in the left third leg with its left hand, fracturing the chitin!  
The Zombie punches The Forest Titan in the left first foot from behind with its left hand, tearing the fat!  
The Forest Titan attacks The Zombie but it scrambles away!  
The Zombie punches The Forest Titan in the left third foot with its left hand, tearing the fat and bruising the muscle!  
The Zombie punches The Forest Titan in the left third leg from the side with its left hand, but the attack glances away!  
The Zombie punches The Forest Titan in the abdomen with its left hand, fracturing the chitin!  
The Zombie punches The Forest Titan in the abdomen from behind with its right hand, tearing the fat!  
The Forest Titan misses The Zombie!  
The Zombie attacks The Forest Titan but it rolls away!  
The Forest Titan misses The Zombie!  
The Zombie punches The Forest Titan in the right second foot with its left hand, tearing the fat!  
The Zombie bites The Forest Titan in the right second leg, fracturing the chitin!  
A tendon has been strained!  
The Zombie latches on firmly!  
The Forest Titan breaks the grip of The Zombie's teeth from The Forest Titan's right second leg!  
The Zombie punches The Forest Titan in the right third leg with its right hand, chipping the chitin!  
The Zombie punches The Forest Titan in the mouth with its left hand, tearing the muscle!  
The Zombie bites The Forest Titan in the right first foot, chipping the chitin!  
A tendon has been strained!  
The Zombie latches on firmly!  
The Zombie punches The Forest Titan in the right third leg with its left hand, tearing the fat!  
The Zombie punches The Forest Titan in the right first foot with its right hand, chipping the chitin!  
The Zombie punches The Forest Titan in the right third foot with its right hand, tearing the fat and bruising the muscle!  
The Zombie punches The Forest Titan in the head with its left hand, tearing the fat and bruising the muscle and bruising the brain!  
The Zombie punches The Forest Titan in the abdomen with its right hand, fracturing the chitin!

A sea of angry limbs punches and holds down the titan, pinning it down by holding on to legs and wings, preventing it from fleeing.

Page 6/6FPS: 150 (29) Dwarf Fort 7th Felsite, 34

The Zombie latches on firmly!  
The Forest Titan breaks the grip of The Zombie's teeth on The Forest Titan's abdomen.  
The Zombie bites The Forest Titan in the right first leg, fracturing the chitin!  
A tendon has been strained!  
The Zombie latches on firmly!  
The Forest Titan gores The Zombie in the right arm, fracturing it!  
The Forest Titan breaks the grip of The Zombie's teeth on The Forest Titan's right first leg.  
The Zombie bites The Forest Titan in the abdomen, denting the fat!  
The Zombie latches on firmly!  
The Forest Titan breaks the grip of The Zombie's teeth on The Forest Titan's abdomen.  
The Zombie bites The Forest Titan in the head, fracturing the chitin and bruising the fat!  
A tendon has been strained!  
The Zombie latches on firmly!  
The Forest Titan breaks the grip of The Zombie's teeth on The Forest Titan's head.  
The Zombie bites The Forest Titan in the head, shattering the chitin and bruising the fat!  
A tendon has been strained!  
The Zombie latches on firmly!  
The Forest Titan breaks the grip of The Zombie's teeth from The Forest Titan's head!  
The Zombie bites The Forest Titan in the right second leg, fracturing the chitin!  
A tendon has been strained!  
The Zombie latches on firmly!  
The Forest Titan breaks the grip of The Zombie's teeth from The Forest Titan's right second leg!  
The Zombie bites The Forest Titan in the head, denting the fat and bruising the muscle!  
The Zombie latches on firmly!  
The Forest Titan gores The Zombie in the head, fracturing it and shattering the neck!  
The Forest Titan breaks the grip of The Zombie's teeth on The Forest Titan's head.  
The Zombie bites The Forest Titan in the thorax, denting the fat and bruising the muscle!

The zombies do occasionally get gored though. One of them has his neck broken.

[Spoiler](#) (click to show/hide)





The overlord and a few more warlocks join in on the slaughtering of the great beast  
[Spoiler](#) (click to show/hide)

Page 9/10FPS: 150 (30)Dwarf Fort6th Felsite, 34

The overlord \*Overlord\* bites The Forest Titan in the first horn, fracturing it!  
A tendon has been torn!  
The overlord \*Overlord\* latches on firmly!  
The Forest Titan breaks the grip of The overlord \*Overlord\*'s upper front teeth from The Forest Titan's first horn!  
The Zombie punches The Forest Titan in the right third foot with its left hand, bruising the muscle!  
The Zombie punches The Forest Titan in the right second foot with its right hand, bruising the muscle!  
The Zombie punches The Forest Titan in the right wing with its left hand, fracturing it!  
The Lady of Bones hits The Forest Titan in the right third leg with her giant mole bone scourge, fracturing the chitin!  
A tendon has been torn!  
The overlord \*Overlord\* sidesteps and slashes The Forest Titan in the left third leg with the reverse edge of his -bone wraithblade-!  
A tendon has been torn!  
The Zombie punches The Forest Titan in the left third foot with its right hand, bruising the fat!  
The Zombie bites The Forest Titan in the head, denting the fat and bruising the muscle!  
The Zombie latches on firmly!  
The Zombie bites The Forest Titan in the left first leg, fracturing the chitin!  
A tendon has been strained!  
The Zombie latches on firmly!  
The Forest Titan gores The Zombie in the head, fracturing it and shattering the neck!  
The overlord \*Overlord\* sidesteps and slashes The Forest Titan in the right second leg with the forward edge of his -bone wraithblade-!  
A tendon has been torn!  
The Zombie punches The Forest Titan in the left third leg with its left hand, tearing the fat and bruising the muscle!  
The Zombie punches The Forest Titan in the left second leg from behind with its left hand, fracturing the chitin!  
The Witch punches The Forest Titan in the right second leg with his right hand, tearing the fat and bruising the muscle!  
→The Lady of Bones whips The Forest Titan in the head with the wire of her giant mole bone scourge, tearing the fat!  
The Zombie punches The Forest Titan in the abdomen with its left hand, bruising the muscle!  
The Zombie punches The Forest Titan in the left third foot with its right hand, bruising the muscle!  
The Witch takes a balanced stance and strikes The Forest Titan in the thorax with his bone warlock staff, fracturing the chitin!  
The Forest Titan breaks the grip of The Zombie's teeth on The Forest Titan's head.  
The overlord \*Overlord\* pierces The Forest Titan in the left second leg with the manifest vision of terror of his -bone wraithblade-, tearing the muscle!  
A ligament has been torn and a tendon has been torn!

The overlord and some zombies get in a good flurry of blows.

7th felsite: After three days of fighting, the battle has come to an end.  
[Spoiler](#) (click to show/hide)

Dwarf FortressPage 12/12FPS: 150 (30)Dwarf Fort7th Felsite, 34

→The Zombie bites The Forest Titan in the right wing, fracturing it!  
A tendon has been strained!  
The Zombie latches on firmly!  
The Zombie punches The Forest Titan in the abdomen with its right hand, bruising the muscle and bruising the guts!  
The Zombie punches The Forest Titan in the right second leg with its right hand, fracturing the chitin!  
The Zombie punches The Forest Titan in the left first leg with its right hand, tearing the fat!  
The Lady of Bones cuts The Forest Titan in the right third leg with the wire of her giant mole bone scourge, fracturing the chitin!  
A tendon has been torn!  
The overlord \*Overlord\* pierces The Forest Titan in the head with the manifest vision of terror of his -bone wraithblade-, tearing the muscle and tearing the brain!

After a good three days of fighting, the overlord delivers the killing blow by jamming his wraithblade into the beast's exposed brain through the cracks in its mighty chitin  
[Spoiler](#) (click to show/hide)



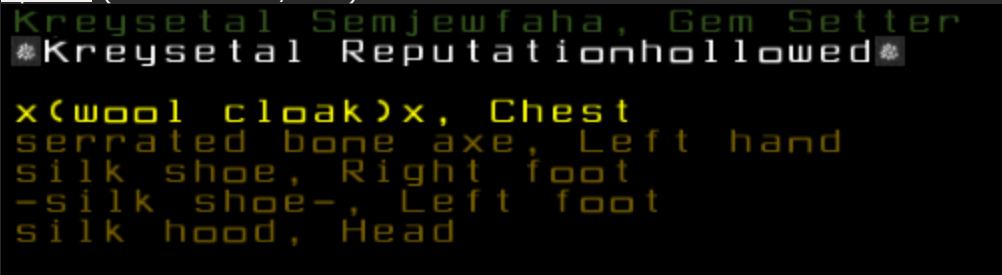


the scene at the creature's coprse. Its white ichor soaks the ground.

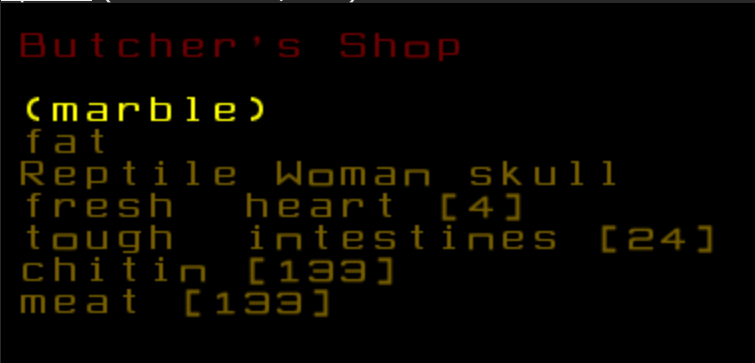
13th felsite: The hospital is full of zombies. While swarming the opposing force with relatively weak undead punchbags to grasp and hold on to their limbs seems like a good strategy, the downside is that the zombies are direly missed as a workforce. Warlocks are made to do physical labor again since adamantine strand extraction needs to proceed quickly. The overlord is also hospitalized, but surprisingly it is from an earlier wound from when a giant roach skewered his (then unarmored) foot. [Spoiler \(click to show/hide\)](#)



16th felsite: The corpse of the forest titan is being butchered, Mestenu is curious what it will yield. Meanwhile, an artifact is being made. Mestenu managed to coax Kreysetal to start cutting gems, but she has removed her pants in protest. [Spoiler \(click to show/hide\)](#)

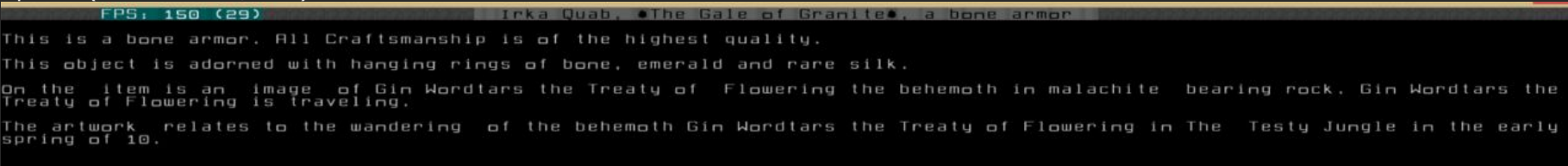


A semi-nude Kreysetal. Very sensual. Every time she is asked why she is pantsless, she gives a different answer. Because the pants were itchy, because she works more creatively this way, because she can't find something to wear that she doesn't hate. Mestenu personally thinks she spent way too much time with the succubus in the dungeon, and has grown bored of her husband Setar. Trying to seduce other warlocks by showing off her body, rejuvenated by dark magic. ((I also think it's very funny that our designated gem handler is called something similar to Crystal)) [Spoiler \(click to show/hide\)](#)



A very large amount of chitin and meat is peeled off the corpse. Don't mind the reptile man skull. ((sadly I did not have the option to ressurect this beast as a corrupted undead butterfly, forest titans are not megabeasts))

20th felsite: An artifact bone armor is created. It will adorn the overlord once he is well again. [Spoiler \(click to show/hide\)](#)



I think the image on the breastplate is supposed to imitate or inspire strength in the wearer.

22nd felsite: A group of goblin lashers has sneaked up on the camp! This poses a significant threat, since their barbed and bladed whips can easily snap off limbs. Moreover, the overlord is still hospitalized. Deus and alzam, the two headed four armed ghoul, are the only real warriors to their disposal.

23rd felsite: The earlier tactic of sending in zombies first does not seem to work so well. The lashers dole out a large amount of punishment against the zombies, but luckily they can take it. One of the zombies falls over, lifeless. [Spoiler \(click to show/hide\)](#)



This is more or less the same spot the titan was slain. Were the goblins chasing the titan? Is this titan's ichor precious to the goblins in some way? [Spoiler \(click to show/hide\)](#)



The Goblin Lasher lashes The Zombie in the torso with the tiny knots of his ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher lashes The Zombie in the left forearm with the tiny knots of her ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher hits The Zombie in the left buttock with his ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher cuts The Zombie in the chest with the wire of her ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher flails The Zombie in the right thigh with the vicious knots of her ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher lashes The Zombie in the left hand with the tiny knots of her ({rusty iron whip}) and the severed part sails off in an arc!  
The Goblin Lasher flails The Zombie in the head with the vicious knots of his ({rusty iron whip}), fracturing it through the x(leather hood)x!  
The Goblin Lasher hits The Zombie in the torso with his ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher cuts The Zombie in the left shin with the wire of his ({rusty iron whip}), fracturing it through the x(wool trousers)x!  
The Goblin Lasher lashes The Zombie in the left forearm with the tiny knots of her ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher punches The Zombie in the left thigh with her left hand, but the attack glances away!  
The Goblin Lasher lashes The Zombie in the chest with the tiny knots of her ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher hits The Zombie in the torso with her ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher flails The Zombie in the right forearm with the vicious knots of her ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher lashes The Zombie in the left arm with the tiny knots of his ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher cuts The Zombie in the right thigh with the wire of her ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher lashes The Zombie in the right forearm with the tiny knots of her ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher whips The Zombie in the third toe, right foot with the wire of his ({rusty iron whip}) and the severed part sails off in an arc!  
The Goblin Lasher flails The Zombie in the right foot with the vicious knots of her ({rusty iron whip}), fracturing it through the x(silk shoe)x!  
The Goblin Lasher lashes The Zombie in the chest with the tiny knots of her ({rusty iron whip}), fracturing it through the x(silk cloak)x!  
The Goblin Lasher cuts The Zombie in the right shin with the wire of his ({rusty iron whip}), fracturing it through the x(wool trousers)x!  
The Zombie loses hold of the x(wool trousers)x.  
The Zombie loses hold of the x(silk shoe)x.  
The Goblin Lasher flails The Zombie in the torso with the vicious knots of her ({rusty iron whip}) and the severed part sails off in an arc!  
→`Ueyhbula`, Zombie has been struck down.

Zombies taking a lot of cutting whiplashes to keep the goblins busy

As Deus and the ghouls sneak in to flank, they luckily do much better than the zombies. The goblins are soon decapitated or run through by deus and the bone wraithblade that was earlier used by the overlord. The goblins are killed and humiliated.

[Spoiler](#) (click to show/hide)

The Goblin Lasher strikes at The Lady of Bones but the shot is parried!  
The Lady of Bones stands up.  
The Goblin Lasher strikes at The Lady of Bones but the shot is parried!  
The Goblin Lasher strikes at The Lady of Bones but the shot is parried!  
The Goblin Lasher strikes at The Lady of Bones but the shot is parried!  
The Goblin Lasher attacks The Lady of Bones but She jumps away!  
The Lady of Bones slashes The Goblin Lasher in the right hand with the blade of her bone wraithblade, tearing apart the muscle and denting the bone!  
A ligament has been torn and a tendon has been torn!  
The Lady of Bones sidesteps and slashes The Goblin Lasher in the right hand with the forward edge of her bone wraithblade, tearing apart the muscle and denting the bone!  
An artery has been opened by the attack, a motor nerve has been severed, a ligament has been torn and a tendon has been torn!  
The Lady of Bones stands up.  
The Goblin Lasher strikes at The Lady of Bones but the shot is parried!  
The Lady of Bones slashes The Goblin Lasher in the chest with the reverse edge of her bone wraithblade, but the attack is deflected by The Goblin Lasher's ({«small scale armor»})!  
The Lady of Bones sidesteps and slashes The Goblin Lasher in the torso with the reverse edge of her bone wraithblade, but the attack is deflected by The Goblin Lasher's ({«small scale armor»})!  
The Goblin Lasher strikes at The Lady of Bones but the shot is parried!  
The Lady of Bones sidesteps and slashes The Goblin Lasher in the torso with the forward edge of her bone wraithblade, but the attack is deflected by The Goblin Lasher's ({«small scale armor»})!  
The Lady of Bones quickly slashes The Goblin Lasher in the head with the partial edge of her bone wraithblade and the severed part sails off in an arc!

A flurry of lashes rains down on Deus but she checks each and every one of them. She then counterstrikes and ends up decapitating a goblin.

[Spoiler](#) (click to show/hide)

Spoiler (click to show/hide)



| Citizens (32)                                   | Pets/Livestock (0) | Others (28) | Dead/Missing (100)  |
|-------------------------------------------------|--------------------|-------------|---------------------|
| Aquov Thalousel, Carpenter Guild Member Maceman |                    |             | Invader             |
| Arluk Ecshaeman, Human Maceman                  |                    |             | Invader             |
| Giki Lodgaruh, Human Maceman                    |                    |             | Invader             |
| Ilda Uihreigiki, Human Maceman                  |                    |             | Invader             |
| Tham Asespado, Human Maceman                    |                    |             | Invader             |
| Konli Nifihsama, Academic Guild Member Maceman  |                    |             | Invader             |
| Shama Ormaquesa, Academic Guild Member Maceman  |                    |             | Invader             |
| Quice Pamudcespi, Human Maceman                 |                    |             | Invader             |
| Osush Nedulkolob, Human Maceman                 |                    |             | Invader             |
| Ape Kupegulgud, Human Blademan                  |                    |             | Invader             |
| Ashthal, Horse                                  |                    |             | Invader             |
| Syrup Man                                       |                    |             | Wild Animal         |
| Kakapo                                          |                    |             | Wild Animal         |
| Kakapo                                          |                    |             | Wild Animal         |
| Kakapo                                          |                    |             | Wild Animal         |
| Giant Queen Ant                                 |                    |             | Wild Animal         |
| Giant Drone Ant                                 |                    |             | Wild Animal         |
| Giant Soldier Ant                               |                    |             | Wild Animal         |
| Giant Roach                                     |                    |             | Wild Animal         |
| Giant Roach                                     |                    |             | Wild Animal         |
| Giant Roach                                     |                    |             | Wild Animal         |
| Giant Roach                                     |                    |             | Wild Animal         |
| Giant Mole                                      |                    |             | Wild Animal (Caged) |
| Giant Mole                                      |                    |             | Wild Animal (Caged) |
| Giant Roach                                     |                    |             | Wild Animal (Caged) |
| Cave Bear                                       |                    |             | Wild Animal (Caged) |
| Cragtooth Boar                                  |                    |             | Wild Animal (Caged) |
| Milith Corgararmepindas, Succubus Thief         |                    |             | Caged Prisoner      |

The list of invaders. All of them are armed with (padded) leather or cloth armor, metal crowns, heavy looking morningstars and maces, as well as shields and bucklers.

19th galena. The humans have made camp on top of the hill, but this situation won't last. A quick plan is drafted. A token force will be left inside the fortification above the river, together with Dent the fleshmonger. He can try and cure the hospitalized zombies. Meanwhile, the bulk of our forces will be moving supplies underground and sealing us off by removing the top of the stairs.

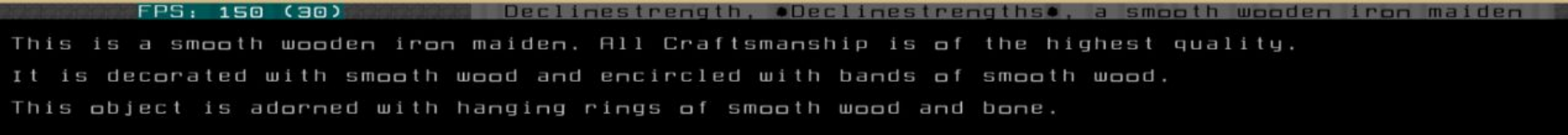
Spoiler (click to show/hide)



the human camp

The zombie sebwerbula finishes his artifact, a smooth wooden iron maiden. Is this an omen of the victory to come, or of defeat?

Spoiler (click to show/hide)



Mestenu starts to ponder if this iron maiden is so plain because the zombie has no creativity or if it's because it had to drag its legless corpse and was physically limited in its efforts.

22nd galena, Five more humans join the encampment. No doubt scouts that have circled around our entire campsite looking for an easy way in. These humans are no fools.

The majority of the food, bone and coke supplies have been dumped down the main stairway. The upper stairs are removed. The entrance to the caves that exists on the surface has already been sealed. Now just the drawbridge has to be raised.

24th galena, Dent needs to pull the lever to lock himself in, but instead opts to have a long mealtime instead! Dent, you fool! pull that lever!

Spoiler (click to show/hide)



dent eventually gets the message and pulls the lever

EDIT: added pics  
(( Have 90% of the year played, will do a autumn winter writeup in an hour or two))

# Humans Year 6, Prelude

Kofi Ugankaslun joined his friend, Ethra, in her secluded laboratory. The formerly thriving settlement was now a lawless asylum. Kofi may be mayor in name; but the 80 humans of Blockwade were now ruled only by chaos, melancholy, and the occassional bout of deadly blood-rage.

Ethra was tinkering with a very dangerous artifact - the severed head and damaged mechanocomputational cortex of a SMAK-47 class automaton. Her workspace was cluttered with a variety of gears, regulators, and other unrecognizable engineering gizmos.

"Can you run over the salient details of this plan of yours, one more time?" Kofi asked.

"Sure. You're going to hand me that spanner and then shut your talk-hole for about 10 minutes. Then I'm going to activate this rusted-out pile of bolts, which is supposedly a veritable manefestation of the primal concept of order, realized by an ancient civilization wise beyond our meager understanding. You're going to ask it for some tips about how to establish the rule of law in this cesspit, or something. It should be reasonably safe because I didn't attach the arms. If it turns out not to be safe, hit it with something."

"Oh." Kofi handed over the tool, and then turned the overall plan around in his mind a few more times. "Are you sure that's even remotely a good idea?"

Far away, a piercing scream echoed from some distant point, probably in the great hall, followed by several pells of fell laughter. The clang of blades and howl of guard-dogs; finally gurgling screams, and wails of dispair and fear. Some other poor fool rioter must have gotten violent and been cut down by the guards, feeding the cycle of despondency and violence which would continue to plague the other surviving proles. This scene was playing out, now, several times each month.

"I'm sure about the part where you stop talking for 10 minutes. The rest, we'll know, soon enough. Empirical evidence and such."

---

The ancient mechanisms whirled, sputtered, bellowed some sparks and alarmingly dense smoke, and finally stabilized. Kofi's gaze was fixed on the automaton's vaguely humanoid brass head, attached to a hodgepodge of crudely assembled copper-salt batteries and salvaged machine parts. Its eyes rolled back at an alarming angle, before darting left and right. Finally its gaze fixed forward, pupils dialating and contracting in random spasms. Ethra's attention was instead at the far end of the table, where a dense mass of precisely balanced weights, levers, and gears groaned to life. At first it moved with random jerks, as if trying to wreak havok upon the heavy table and scatter its splintered shards to tear the entire room apart. But after a few seconds, patterns began to emerge among the violent motions of the levers, and the screaming cacaphony of grinding metal gave way to a precise hum with an eerie, musical quality. "I think it's a machano for logarithms..."

"Stuff it, Ethra. Wake up, Tin man!"

The SMAK-47 was reasonably cogent, now. <Greetings MEATBAG. You will reattach my GRASPING extremeties now.>

"Um, OK, we're going to table that suggestion for now. But I'm glad you felt like you could ask, it demonstrates a certain level of trust between us. That's important." The automaton didn't reply, but only returned a cold, mechanical stare. "All right then. I understand that you fellas are programmed to be enthusiastic about law and order. What we've got here then is a great opportunity, complete with some grade-A chaos for you to vanquish. You just relax right there on the table and dispense some wisdom, and Eth here," (she nodded on cue) "... and I will venture out into the world and be your, um, you know. Graspy bits."

<MEATBAGS are poor replacement for ACTUATORS.>

"Right, then. I'll take that as a yes."

<Require additional PARAMETERS.>

Kofi sighed. "Well, there's the normal kind of nonsense that you see when you're elected head of a collective township, right? Buncha trash cluttering up in the streets, animals grazing the in town square, junk stockpiled all in some gods-forsaken hole in the ground basement 100 yards away from any workshop that might want to use 'em. Inefficient, eh?" He was anticipating some kind of response at this juncture in his little speech, perhaps an 'Omigosh' or 'Mmmhmm', but none was forthcoming from SMAK-47. Eth could have stepped in, but she wasn't even paying attention. Probably just pretending to calibrate something over there.

"But, you know, the real problem is that there's about 35 miserable hoopleheads running around on the verge of committing violent assault, murder, misanthropy, disorderly malaise, conspiracy in support of acute deliquency, etcetera and so on."

<Require additional PARAMETERS.>

"I don't know. There's also, like, 40 other guys who are fairly reliable at the moment. Just pissed off and not quite murderous yet. There's a fair supply of weapons, which might be either good or bad. Hey, why don't you just start using those think-cogs already? Do you need me to write this shit down on a punched card or something?" Kofi settled back to wait, as the rack of loggarhythms wound up to a pretty substantial velocity.

<Instantiating ORDER upon 75 MEATBAGS in PARALLEL presents logistical difficulties. Nominal recommendation is low yield THERMOBARIC detonation delivered at moderate altitude. If you represent a class I or class II PRETECHNOLOGICAL civilization please insert reel two.>

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **January 26, 2015, 04:53:07 am**

Wow, year 6 already? The other races might drag behind a bit :P

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **vjmdhzgr** on **January 26, 2015, 12:13:38 pm**

I'll take year five of the hermit if that helps. I would play as another one, but I doubt anybody's using a population cap and I can't handle more than fifty dwarves.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **stroppycarpet** on **January 26, 2015, 05:29:07 pm**

## Warlocks Autumn of 34

11th limestone, The invaders are shut outside the drawbridge just at the last moment, they begrudgingly return to their camp to stake us out.

22nd limestone, The dorms have almost been dug out halfway. Setar runs into one and tosses all his clothes on the bed before running off to get other clothing. We get it setar, that room is yours now.



28th sandstone, A fire is spotted in the second level of the caverns, the ones where the growth is blue crystal. Strange, green, alchemical flames lick at the poison glass shrubs and crystal trees. Mestenu does not worry for the fortress, since it's not connected at the moment to the second layer.

[Spoiler](#) (click to show/hide)



(<http://postimg.org/image/4270qr4lp/>)

2nd timber, The fire still spreads, engulfing some mummies and other creatures. Only ash remains in it's wake.

12th timber, The fire has burned out, meanwhile dent gets it in his thick head that he needs to be compensated for his isolation and hard work pulling levers. He demands an adamantine statue. For a moment Mestenu misheard it as a raw adamantine rock statue, but no, he wants it of cast metal.

HA! HA! no way, Dent. The zombie for earlier is finally caged up for his 'crimes'

[Spoiler](#) (click to show/hide)



20th timber, The preparations are largely complete. The adamantine wraithblade is created. It is exceptional, but by no means a masterwork. A pity. Since the work was progressing at a sluggish pace, a new plan is called for. Ironbone full plate armor could be created, but it would take too long. The humans could lose interest, and their scalps are precious.

A difficult call is made. They would attack here and now. Considering that the humans are wielding maces, Mestenu is not certain of the effectiveness of plate armor anyway. Bone is much lighter and would allow for increase mobility. An ironbone buckler is made for deus, but other than that not many preparations are amde.

Just before the wall separating the surface cave entrance is removed, another artifact is completed, this time a living stone weapon rack. How fitting.

21st timber, In an attempt to ambush the camping humans, Leghez the overlord and Deus sneak up the hill in the quiet of the night. They are surprised, however, by the fully equipped humans instantly getting out of their tents and charging at them. They were expecting it! A full retreat is ordered. Leghez and Deus rush down the hill at full speed, their unnatural unholy strength and agility letting them glide over the uneven terrain like wisps of silk in a breeze.

[Spoiler](#) (click to show/hide)

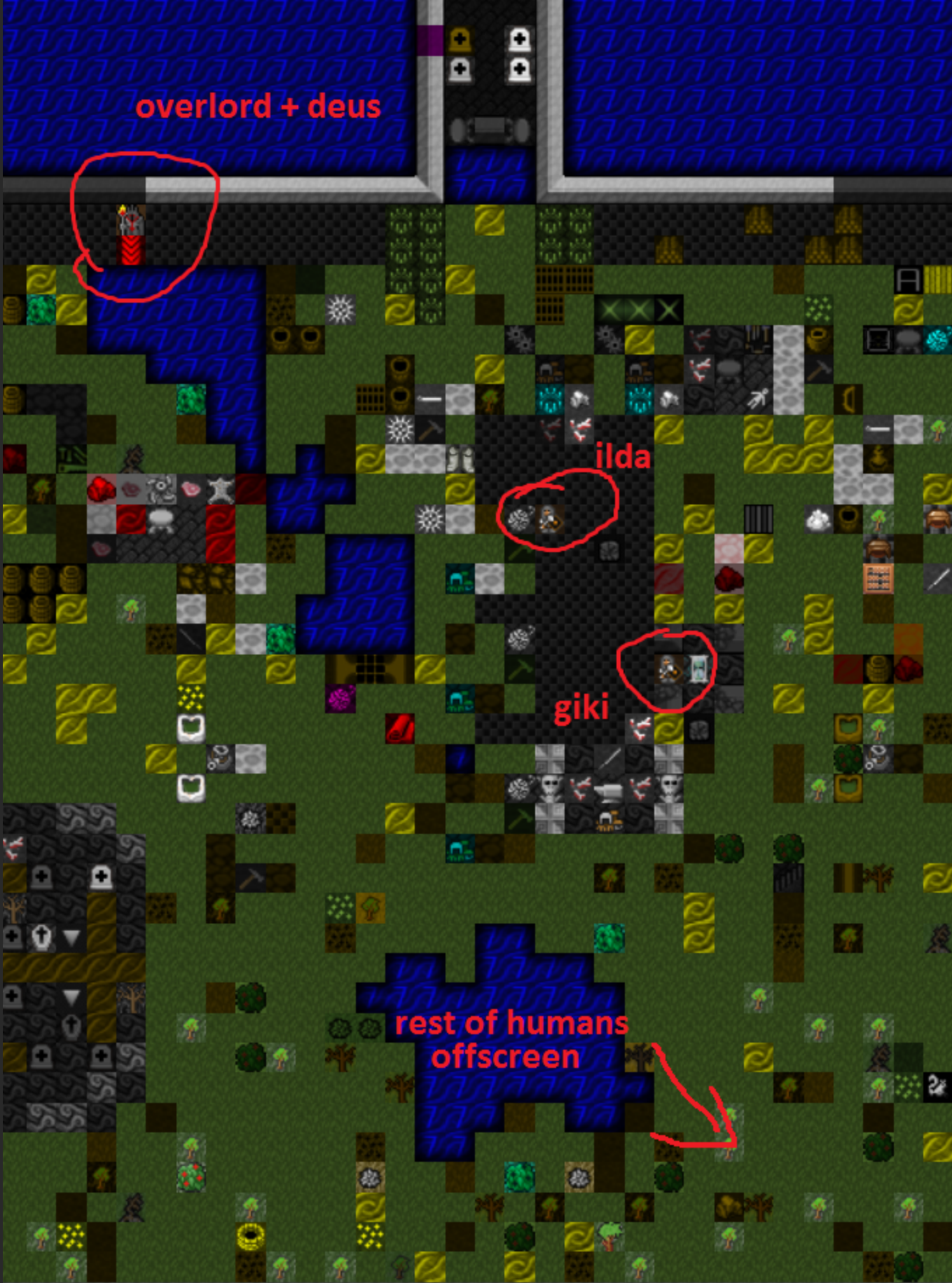


The humans, however, find it much more challenging to maintain formation while storming down the hillside. Some of them stumble and lose their footing in the dark, almost tripping. The quickest and probably the most unseasoned warrior, Ilda whiptreat, is the only one that manages to keep up with the warlocks.

Her enthousiasm to bask in the glory of battle would soon prove to be her doom, because the moment she glanced behind herself to see wher he companions were, she realized she has been isolated from the others.

[Spoiler](#) (click to show/hide)





Ilda's face went as pale as the moon as the warlocks stopped running towards the upraised bridge and ran back towards her. She felt compelled to stand her ground, but she stands no chance against the superhuman speed of leghez' slashes. Using his adamantine blade, he lops off her arm and kills her.

Giki is standing right behind her and cries out in rage, rushing in to avenge his fallen ally. He is however no match for the overlord's slashes and is quickly disarmed in the same fashion. Unlike ilda, giki manages to run away back to his leader, ape the bladesman. He leaves behind a trail of blood.

Spoiler (click to show/hide)  
The overlord \*Overlord\* sidesteps and slashes The Human Maceman in the left hand with the reverse edge of his ■adamantine wraithblade■ and the severed part sails off in an arc!

Spoiler (click to show/hide)





Now faced with the rest of the human forces led by ape, the overlord and deus have little choice but to stall for time, until the drawbridge can be lowered and the healed zombies from the hospital can join in again. Ape the human leader stays behind to survey the situation and bark orders that mostly go unheard. Good, the humans are mostly green rookies. Well-trained no doubt, but they lack discipline. They are easily split into two lesser groups and led around in circles.

[Spoiler \(click to show/hide\)](#)



finally the gate opens, and the zombies storm forward, engulfing the small group of humans chasing the overlord. Deus is still distracting part of the humans as best as she can.

[Spoiler \(click to show/hide\)](#)





A number of humans tries to rejoin the group by the drawbridge but ends up captured in traps during the scuffle. Lihost, lurit, tis, tham are all caged, as well as giki who somehow found his courage again.

The only humans to still be on the brige, fighting side by side, are shama and aquov.

As the overlord casually chops off shama's parts, the brave human finds himself in his final momentswithout legs and with only a left arm, mace in hand. Defiant to the end.

Aquov can do nothing but hold off the grasping hands of the zombies, he manages to stand up. He can turn his head just in time to see his leader Ape lead the retreat, his men routed. Fear washes over aquov's face, then acceptance.

[Spoiler \(click to show/hide\)](#)



The overlord calmly moves over to him and slashes off his foot while he's distracted, then removes both his arms. Aquov dies shortly later due to blood loss.

[Spoiler \(click to show/hide\)](#)

```
severed!
The ■■■adamantine wraithblade■■■ has lodged firmly in the wound!
The overlord *Overlord* twists the embedded ■■■adamantine wraithblade■■■
around in The Academic Guild Member Maceman's left thigh!
The overlord *Overlord* kicks The Academic Guild Member Maceman in the
right shin with his left foot, bruising the bone through the C{cotton
fiber trousers})!
The overlord *Overlord* sidesteps and slashes The Academic Guild Member
Maceman in the right shin with the reverse edge of his ■■■adamantine
wraithblade■■■ and the severed part sails off in an arc!
The overlord *Overlord* sidesteps and slashes the Academic Guild Member
Maceman in the right hand with the forward edge of his ■■■adamantine
wraithblade■■■ and the severed part sails off in an arc!
The overlord *Overlord* stands up.
The overlord *Overlord* slashes The Academic Guild Member Maceman in the
right forearm with the blade of his ■■■adamantine wraithblade■■■ and the
severed part sails off in an arc!
The overlord *Overlord* slashes The Academic Guild Member Maceman in the
little toe, left foot with the blade of his ■■■adamantine wraithblade■■■,
shattering the nail through the C{silks shoe})!
The overlord *Overlord* strikes at The Academic Guild Member Maceman but
the shot is parried!
The Academic Guild Member Maceman counterstrikes!
The Academic Guild Member Maceman misses The overlord *Overlord*!
```

(<http://postimage.org/>)



24th timber. The siege has ended.

The overlord certainly liked the fine blade mestenu had made for him, and has taken on a style where he enjoys hacking limbs off without much effort.

A quick tally to compare which human was cut into the most individual pieces.

[Spoiler](#) (click to show/hide)

[http://s6.postimg.org/4ni7hmvip/09\\_24\\_limbcount.png](http://s6.postimg.org/4ni7hmvip/09_24_limbcount.png)  
limbs

The bridge is bloody, and the humans are gone, but much butchering work awaits the warlocks as laughter of joy rises through the camp.

[Spoiler](#) (click to show/hide)



aftermath

## Winter of 34

Not much happens, the warlocks are hard at work digging out, smoothing, and moving all their supplies to underground.

Here follows a tour of the fortress.

[Spoiler](#) (click to show/hide)

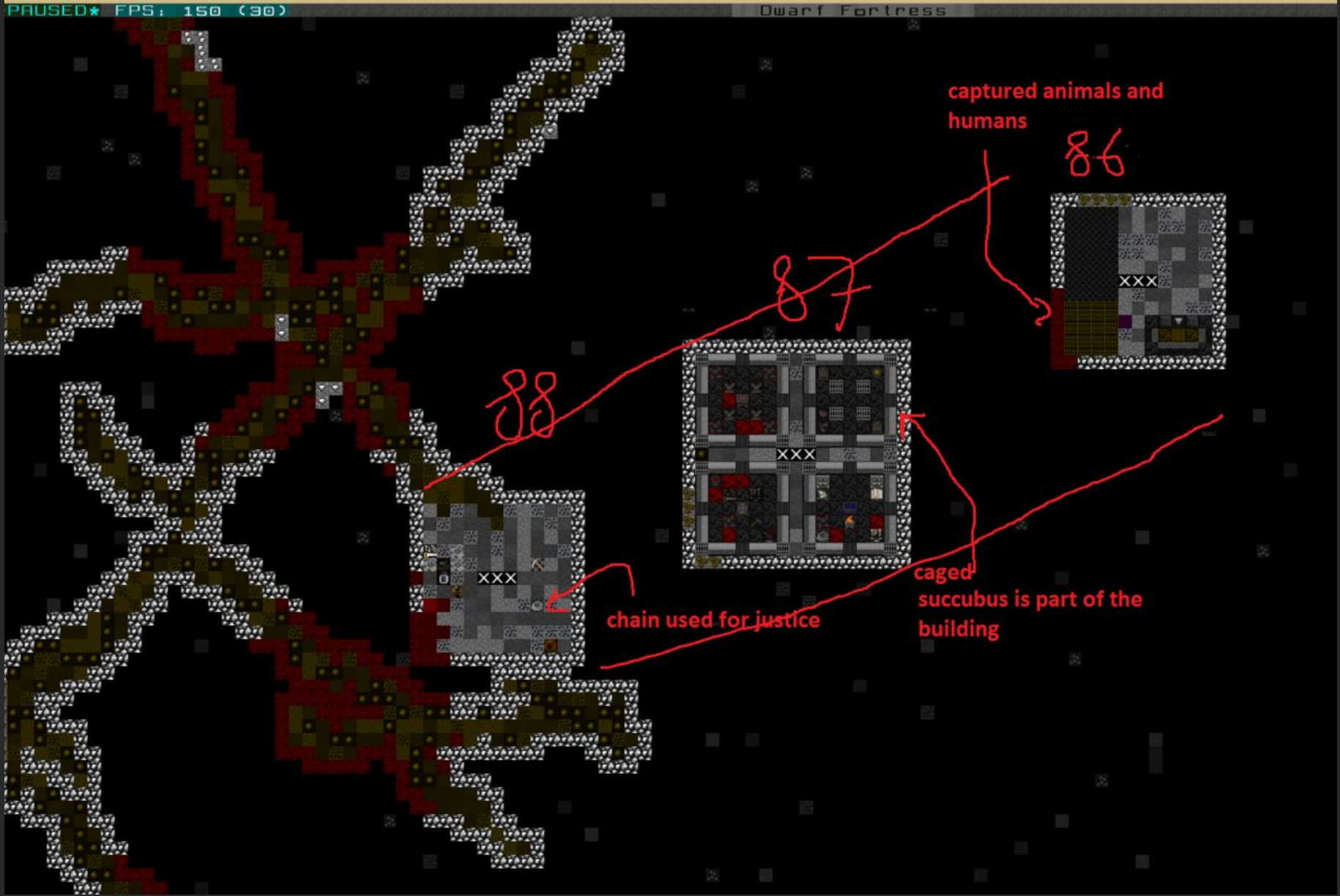


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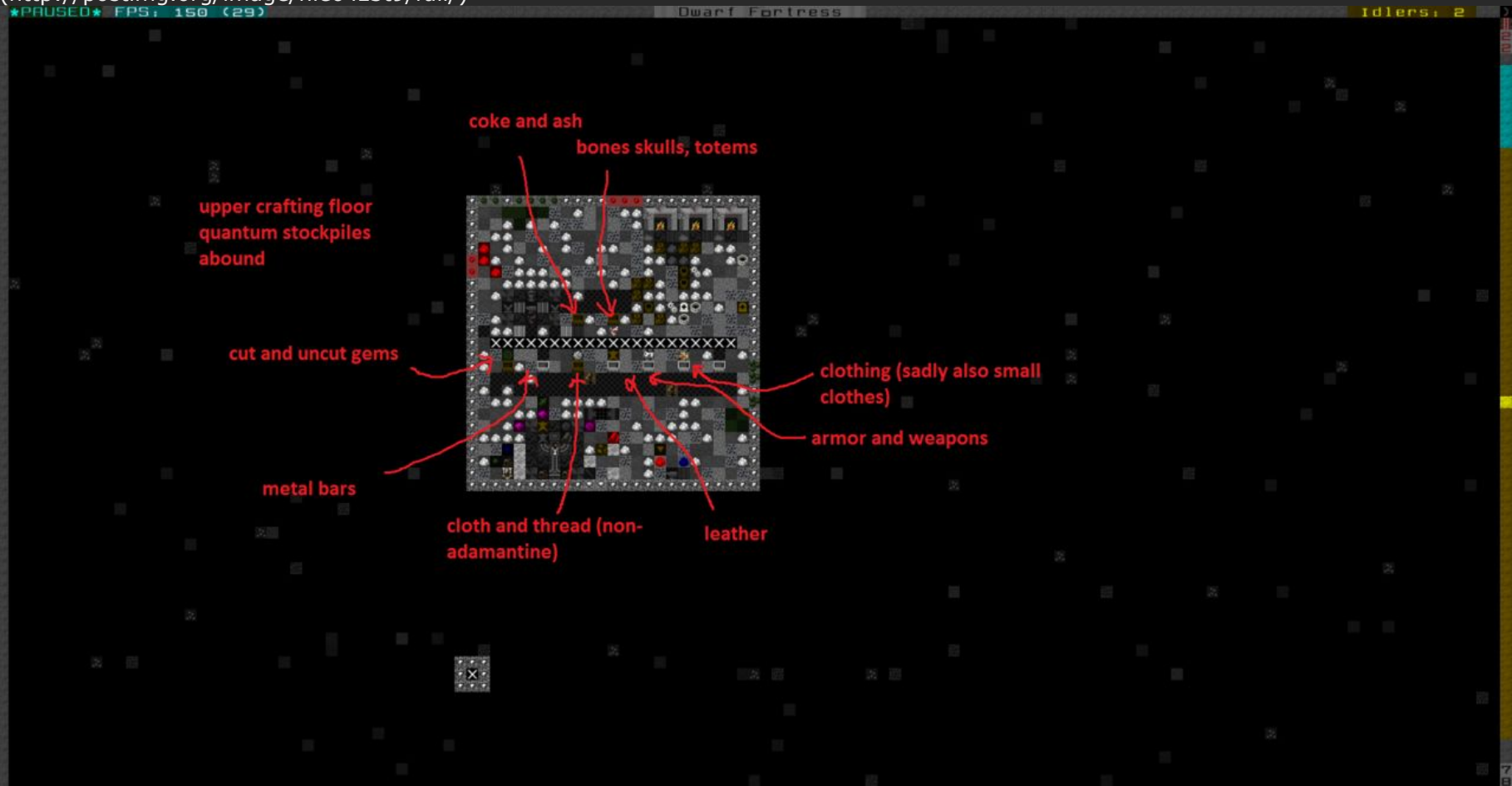




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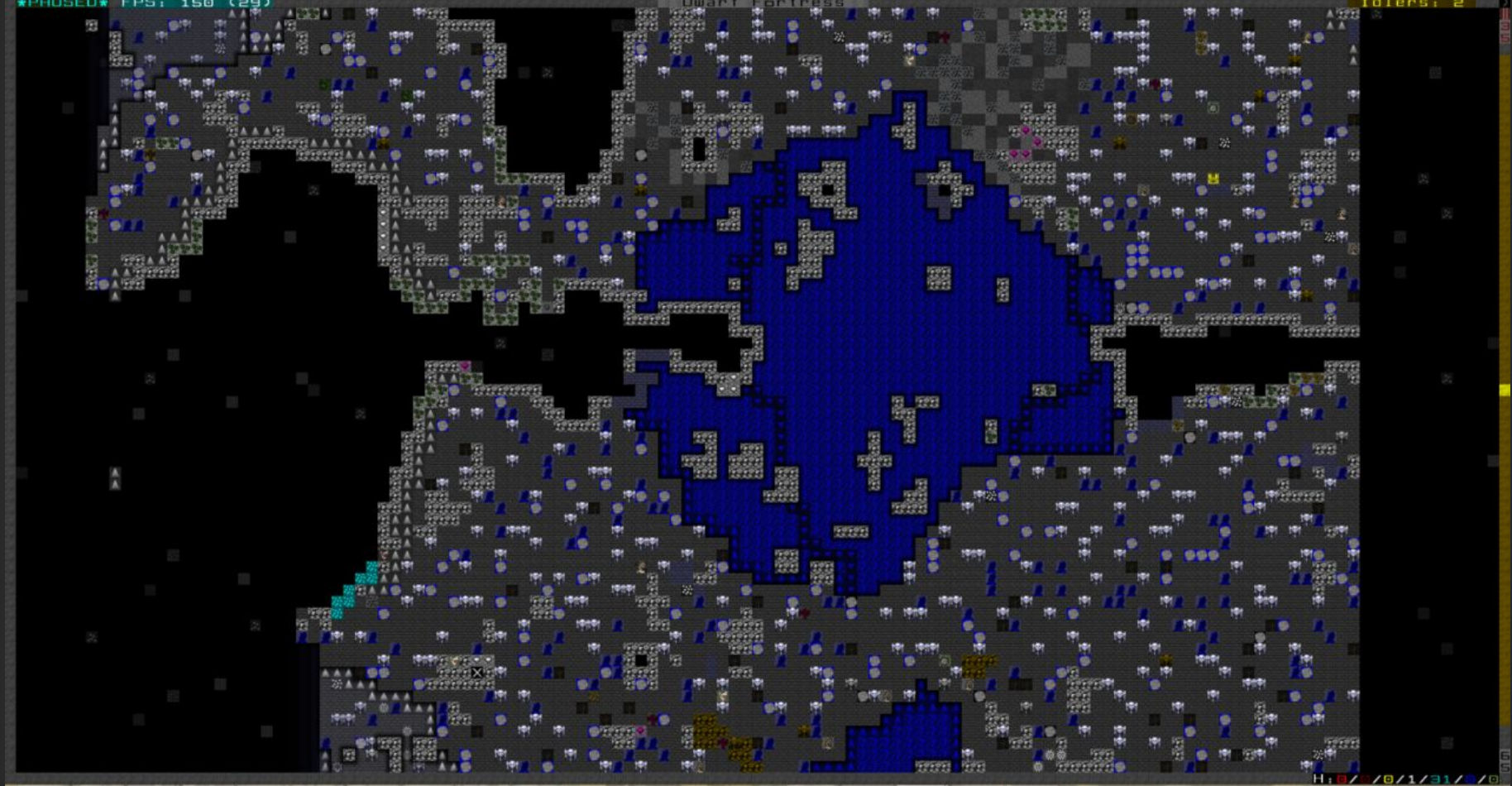


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The status/unit/dead screens  
[Spoiler](#) (click to show/hide)

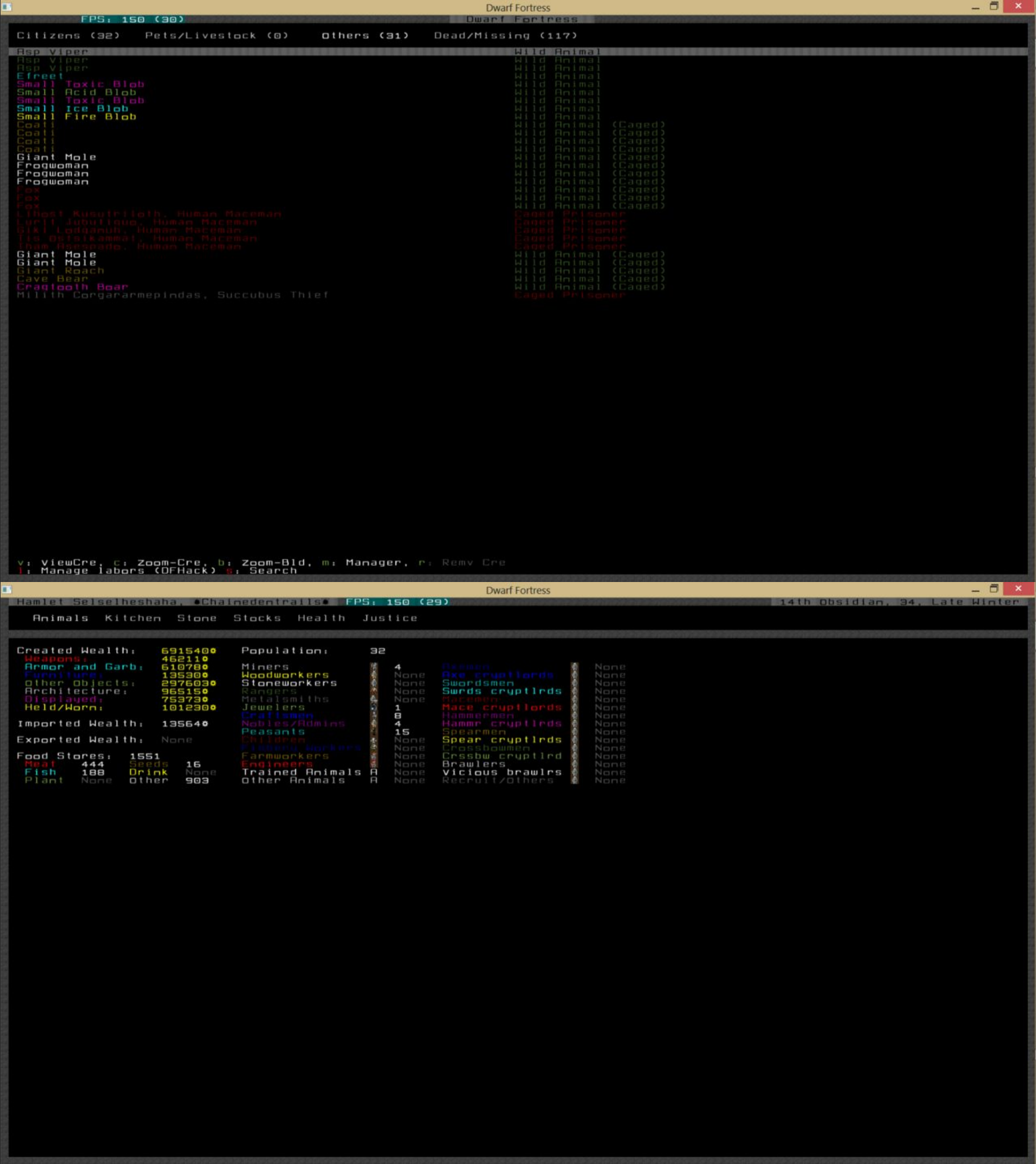


| FPS: 150 (29)                                                 |                    | Dwarf Fortress |                               |
|---------------------------------------------------------------|--------------------|----------------|-------------------------------|
| Citizens (32)                                                 | Pets/Livestock (0) | Others (31)    | Dead/Missing (117)            |
| *Rattler*, crypt lord                                         |                    |                | Engrave Floor                 |
| *Dirtstained*, Miner                                          |                    |                | Engrave Floor                 |
| *Tebfewred*, Miner                                            |                    |                | On Break                      |
| *Grin*, crypt lord                                            |                    |                | Engrave Floor                 |
| Kreyseal Semjewfaha, Gem Setter                               |                    |                | On Break                      |
| Riwequ Neut Stersak, Necromancer                              |                    |                | Engrave Floor                 |
| Teshewah Herjsegh, Necromancer                                |                    |                | Engrave Floor                 |
| Lasher Bimegumafima Tree Rizamkhetyn, overlord *overlord*     |                    |                | Engrave Floor                 |
| *Oous*, Tel Themedwes, Lady of Bones                          |                    |                | Engrave Floor                 |
| Bess Hoshediaschah, Necromancer                               |                    |                | Engrave Floor                 |
| Satar Tekhedliud, Necromancer                                 |                    |                | Make a set of clothing (silk) |
| Bred Hedadamhesheg, keeper of knowledge                       |                    |                | Engrave Floor                 |
| Meslenu Tasjehesaguth, stevard                                |                    |                | Engrave Wall                  |
| Dent Mahe Wwemlah, Teshmonger                                 |                    |                | Engrave Floor                 |
| Mazfieuu Demulayer, Necromancer                               |                    |                | Place Track Vehicle           |
| Sals Jerehi, Necromancer                                      |                    |                | Engrave Floor                 |
| Rizam Ghebarkateb, war                                        |                    |                | Store Item in Stockpile       |
| *Stumpy*, Zombie                                              |                    |                | No Job                        |
| *Shrbula*, Zombie                                             |                    |                | Clean Self                    |
| *Beans*, Zombie                                               |                    |                | Store Item in Stockpile       |
| *Sebweribula*, Zombie                                         |                    |                | No Job                        |
| *Asenbula*, Zombie                                            |                    |                | On Break                      |
| *Terbula*, Zombie                                             |                    |                | Engrave Floor                 |
| *Kheltibula*, Zombie                                          |                    |                | Engrave Floor                 |
| *Jneralbula*, Zombie                                          |                    |                | Engrave Wall                  |
| *Neimbula*, Zombie                                            |                    |                | Store Item in Stockpile       |
| *Hejwembula*, Gatustru, Zombie                                |                    |                | Rest                          |
| *Rihersbula*, Zombie                                          |                    |                | Engrave Floor                 |
| *Krahebula*, Zombie                                           |                    |                | On Break                      |
| *stoneface*, Zombie                                           |                    |                | Engrave Wall                  |
| *stonehands*, Zombie                                          |                    |                | Store Item in Stockpile       |
|                                                               |                    |                | Engrave Floor                 |
| v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Manager, r: Remv Cre |                    |                |                               |
| i: Manage labors (DFHack) s: Search                           |                    |                |                               |

| FPS: 150 (29)                                                 |                    | Dwarf Fortress |                    |
|---------------------------------------------------------------|--------------------|----------------|--------------------|
| Citizens (32)                                                 | Pets/Livestock (0) | Others (31)    | Dead/Missing (117) |
| Boall                                                         |                    |                | Deceased           |
| Giant Mole                                                    |                    |                | Deceased           |
| Giant Mole                                                    |                    |                | Deceased           |
| Moledog                                                       |                    |                | Deceased           |
| Moledog                                                       |                    |                | Deceased           |
| Moledog                                                       |                    |                | Deceased           |
| Moledog                                                       |                    |                | Deceased           |
| Moledog                                                       |                    |                | Deceased           |
| Lanky Grey Lach                                               |                    |                | Deceased           |
| Frogman                                                       |                    |                | Deceased           |
| Frogwoman                                                     |                    |                | Deceased           |
| Stalled Two                                                   |                    |                | Deceased           |
| Rin Roberdick, Mason Guild Member Raceman                     |                    |                | Deceased           |
| Naugv Trilousel, Carpenter Guild Member Raceman               |                    |                | Deceased           |
| Kemli Milisome, Academic Guild Member Raceman                 |                    |                | Deceased           |
| Shawa Bravades, Academic Guild Member Raceman                 |                    |                | Deceased           |
| Giant Mole                                                    |                    |                | Deceased           |
| Giant Mole                                                    |                    |                | Deceased           |
| Tode Stozuzemkom, Goblin Lasher                               |                    |                | Deceased           |
| Stasost Emxok, Goblin Lasher                                  |                    |                | Deceased           |
| Stasost Amxuondno, Goblin Lasher                              |                    |                | Deceased           |
| Rspuz Noomukuz, Goblin Lasher                                 |                    |                | Deceased           |
| Smunstu Nookandsledsa, Goblin Lasher                          |                    |                | Deceased           |
| Gulugh Naralazq iki itan, Forest Titan                        |                    |                | Deceased           |
| Reptile Man                                                   |                    |                | Deceased           |
| Reptile Woman                                                 |                    |                | Deceased           |
| Reptile Woman                                                 |                    |                | Deceased           |
| Reptile Woman                                                 |                    |                | Deceased           |
| Giant Mole                                                    |                    |                | Deceased           |
| Giant Mole                                                    |                    |                | Deceased           |
| Giant Brownspider                                             |                    |                | Deceased           |
| Giant Roach                                                   |                    |                | Deceased           |
| Giant Roach                                                   |                    |                | Deceased           |
| Giant Roach                                                   |                    |                | Deceased           |
| Bobcat                                                        |                    |                | Deceased           |
| Cave Bear                                                     |                    |                | Deceased           |
| Tebfewred, Cave Bear                                          |                    |                | Deceased           |
| Raccoon                                                       |                    |                | Deceased           |
| Raccoon                                                       |                    |                | Deceased           |
| Raccoon                                                       |                    |                | Deceased           |
| Raccoon                                                       |                    |                | Deceased           |
| Giant Mole                                                    |                    |                | Deceased           |
| Giant Mole                                                    |                    |                | Deceased           |
| Giant Mole                                                    |                    |                | Deceased           |
| Shhermhareb, Cauchemar                                        |                    |                | Deceased           |
| Cauchemar                                                     |                    |                | Deceased           |
| Cauchemar                                                     |                    |                | Deceased           |
| Cauchemar                                                     |                    |                | Deceased           |
| Giant Blade Spider                                            |                    |                | Deceased           |
| Troll                                                         |                    |                | Deceased           |
| Cave Beetle                                                   |                    |                | Deceased           |
| Cave Beetle                                                   |                    |                | Deceased           |
| Cave Beetle                                                   |                    |                | Deceased           |
| Cave Beetle                                                   |                    |                | Deceased           |
| Stray Horse (Trained)                                         |                    |                | Deceased           |
| Wild Boar Sow                                                 |                    |                | Deceased           |
| Wild Boar Sow                                                 |                    |                | Deceased           |
| Wild Boar                                                     |                    |                | Deceased           |
| Wild Boar                                                     |                    |                | Deceased           |
| Wild Boar Sow                                                 |                    |                | Deceased           |
| Wild Boar                                                     |                    |                | Deceased           |
| v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Manager, r: Remv Cre |                    |                |                    |
| i: Manage labors (DFHack) s: Search                           |                    |                |                    |

| FPS: 150 (29)                                                 |                    | Dwarf Fortress |                    |
|---------------------------------------------------------------|--------------------|----------------|--------------------|
| Citizens (32)                                                 | Pets/Livestock (0) | Others (31)    | Dead/Missing (117) |
| Wild Boar Sow                                                 |                    |                | Deceased           |
| Wild Boar                                                     |                    |                | Deceased           |
| Wild Boar Sow                                                 |                    |                | Deceased           |
| *Ueghbula*, Zombie                                            |                    |                | Deceased           |
| *Watheubula*, Zombie                                          |                    |                | Deceased           |
| Kakapo                                                        |                    |                | Deceased           |
| Kakapo                                                        |                    |                | Deceased           |
| Kakapo                                                        |                    |                | Deceased           |
| Raccoon                                                       |                    |                | Deceased           |
| Raccoon                                                       |                    |                | Deceased           |
| Raccoon                                                       |                    |                | Deceased           |
| Adder                                                         |                    |                | Deceased           |
| Adder                                                         |                    |                | Deceased           |
| Emu                                                           |                    |                | Deceased           |
| Emu                                                           |                    |                | Deceased           |
| Emu                                                           |                    |                | Deceased           |
| Emu                                                           |                    |                | Deceased           |
| Emu                                                           |                    |                | Deceased           |
| Leprechaun                                                    |                    |                | Deceased           |
| Longhorn Cow                                                  |                    |                | Deceased           |
| Kakapo                                                        |                    |                | Deceased           |
| Kakapo                                                        |                    |                | Deceased           |
| Kakapo                                                        |                    |                | Deceased           |
| Gray Langur                                                   |                    |                | Deceased           |
| Gray Langur                                                   |                    |                | Deceased           |
| Gray Langur                                                   |                    |                | Deceased           |
| Gray Langur                                                   |                    |                | Deceased           |
| Gray Langur                                                   |                    |                | Deceased           |
| Gray Langur                                                   |                    |                | Deceased           |
| Rsp Viper                                                     |                    |                | Deceased           |
| Rsp Viper                                                     |                    |                | Deceased           |
| Skunk                                                         |                    |                | Deceased           |
| Skunk                                                         |                    |                | Deceased           |
| Skunk                                                         |                    |                | Deceased           |
| Wader Uraneubr, Necromancer                                   |                    |                | Deceased           |
| Lab Meslenuged Haru, Necromancer                              |                    |                | Deceased           |
| Shawa Prisoner Child (Tame)                                   |                    |                | Deceased           |
| Jerb Dhenmshagheb, Witch                                      |                    |                | Deceased           |
| Kaim Nhelabesheg, Fire Reptil Child (Tame)                    |                    |                | Missing            |
| Shawa Prisoner Child (Tame)                                   |                    |                | Deceased           |
| Troll                                                         |                    |                | Deceased           |
| Human Prisoner (Tame)                                         |                    |                | Deceased           |
| Drow Prisoner (Tame)                                          |                    |                | Deceased           |
| Elf Prisoner (Tame)                                           |                    |                | Deceased           |
| Human Prisoner (Tame)                                         |                    |                | Deceased           |
| Human Prisoner (Tame)                                         |                    |                | Deceased           |
| Treyn Berberghamed, Witch                                     |                    |                | Missing            |
| Yr Anantashewah, Necromancer                                  |                    |                | Deceased           |
| Nith                                                          |                    |                | Deceased           |
| Nith                                                          |                    |                | Deceased           |
| Nith                                                          |                    |                | Deceased           |
| Nith                                                          |                    |                | Deceased           |
| Nith                                                          |                    |                | Deceased           |
| Nith                                                          |                    |                | Deceased           |
| v: ViewCre, c: Zoom-Cre, b: Zoom-Bld, m: Manager, r: Remv Cre |                    |                |                    |
| i: Manage labors (DFHack) s: Search                           |                    |                |                    |





Notes to the next overseer:

Dent keeps requesting adamantine statues. He must be dealt with somehow. Warlock torture is an available reaction in one of the dungeon-y buildings, and it gives a positive effect to other warlocks. I'd advise keeping him alive though. Just appoint somebody else if you want to.

The basic structure of the underground part is more or less done. My idea was to dig away the stone around it to create a kind of "stalactite structure". You can do whatever you like. change locations of quantum stockpiles, condense two of them into one, keep building aboveground. Whatever. Rooms are not done smoothing however. You can also make display stands with inside our previous artifacts to easily increase the worth of rooms.

Most industries are barely set up, but they need to be expanded and have some dedicated workers. I would suggest getting ironbone going (needs more fuel and ash, small goblin clothing and at most bones can be burned in crematorium), as well as rock furniture (all ethereal furniture in noble rooms must be replaced eventually), and getting bookwriting done so we can learn spells.

Also, some humans are caged but they have not been stripped yet, be wary. I was planning to create a sort of structure on the surface where I could toss creatures from, onto spikes, but I didnt have the time and I forgot to complete it. Maybe a Colosseum of sorts might be an interesting project.

I'm ashamed to admit I only now realize that if we build a wall slightly to the south of the drawbridge a lot of attacks can be staved off even without my underground refuge idea.

Oh well.

If you have no clue how to quantum stockpile using minecarts, here's a guide  
[http://www.reddit.com/r/dwarffortress/comments/2k0zb3/mechanixms\\_guide\\_to\\_better\\_stockpiling\\_part\\_1/](http://www.reddit.com/r/dwarffortress/comments/2k0zb3/mechanixms_guide_to_better_stockpiling_part_1/)

save: <http://dff.d.bay12games.com/file.php?id=10502>

EDIT: oh, one more thing, if I was in any way reserved for kobold year 4, I give up my spot.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Arcvasti** on **January 26, 2015, 06:46:36 pm**

Quote from: Meph on January 26, 2015, 04:53:07 am  
Wow, year 6 already? The other races might drag behind a bit :P

Kobolds are still in Year 3. Hopefully I'll have that finished by the end of the week.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Paulus Fahlstrom** on **January 26, 2015, 08:15:56 pm**

I find I have been enjoying the cool depths of the caverns. There is a refreshing coolness and soothing aspect of being underground. The dark can be ... disturbing. But at least it helps obscure my visions and hallucinations caused by those accursed dice.

My lower chambers are turning out nicely, and do not have the issue of damp that the sandy walls above had. Bob mined the place out and both of us smoothed it. I now have some decent furniture that makes me feel more at home. I set up a water pump near the underground lake and resupplied. Though I am getting sick of nothing but water.

My diet hasn't been great either. I really should consider adding some diversity. There are some nice underground plants that look edible. Probably. I'm pretty sure.

I feel like my mind has been more clear down here and throwing myself into the work has been good for me. I've got the crafts area largely set up, though I probably could move the metals works down here as well. That can wait.

Best of all I now have an almost complete food processing area set up near the secure entrance to the underground. Kitchen, Still, Farmers workshop, Tanner, quern, bone workshop, Screw press and mill. Though the mill requires a power source. So it's really only decorative.

Some good solid doors should also keep out the smell from the refuse area.

I almost forgot how long things take to get looking nice. I thought of setting up stockpiles to clean things up, but the trudging up and down was a logistical nightmare. I have a stockpile for wood, since it's external to my cave. But most everything else I've just left where I found it. Why haul it twice.

Though it does make things look a little cluttered at times.

At one point in summer I decided that the Small tame drowspider was sufficiently docile to let loose from it's rope. Turns out that the family of Giant moles eat spiders. I know, disgusting, right?

Oh, I forgot to mention the family of Giant moles. They live up near the upper cave, apparently trapped by their fear of the Giant drowspider. But they've started having little giant mole babies. Assuming that's not a contradiction.

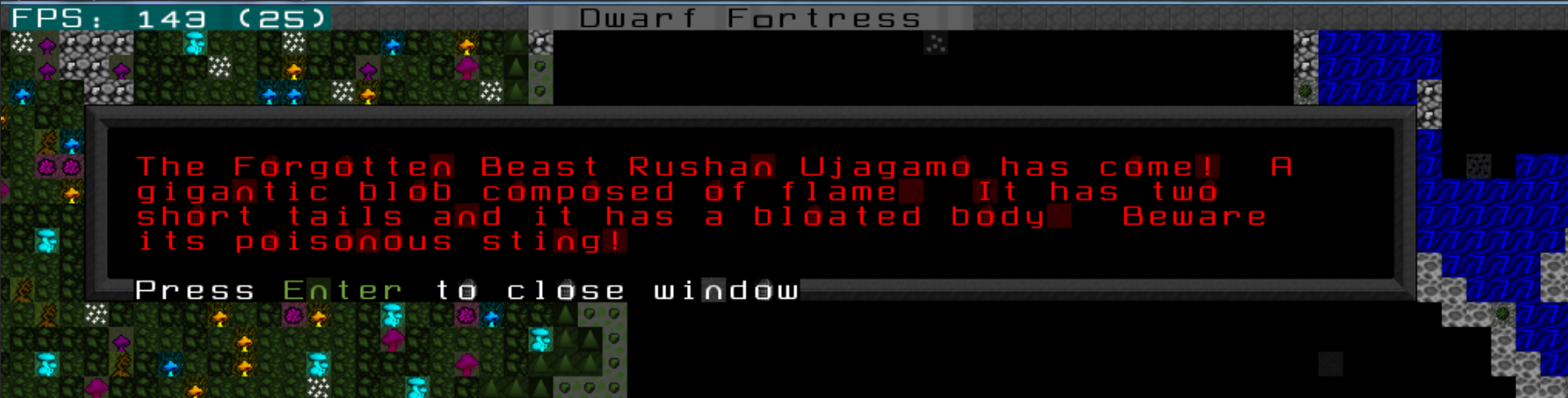
All this work made me think I might need to clean up from time to time. Even Bob was giving me dirty looks. So I had him make a large tub. Bucket showers anyone? Good for getting rid of grime.

Another improvement I made was the addition of a weight bench near my room. Exercise is important for the mind and body they say. Though most of the people that say that do so for purely self-interested reasons no doubt.

Like I said earlier, at least I think I did, time spent further from the dice seems to have cleared my mind somewhat. I even found a strange platinum amulet in my pocket. Though how long it has been there I ... I cannot recall. It seems to call to me from time to time, whispering of power. After the dice I'm wary.

But in late fall a vision manifested itself to show me the true path.

Spoiler (click to show/hide)



It was beautiful and deadly. I watched it arrive and it promptly set the lower area on fire. Through the smoke I watched it blaze and burn, a thing of indescribable elemental power. A primal force of destruction come to show me the way. It was not friendly, but neither did it seem to be an enemy. Upon arriving it consumed a small region of the cavern and then remained where it was. I tried to approach it but it shot fire at me, blinding me with smoke and I ran for my cave, fearful it would attack.

Spoiler (click to show/hide)



And yet it did not. It simply was, neither friend, nor foe. An implacable raw elemental foe.

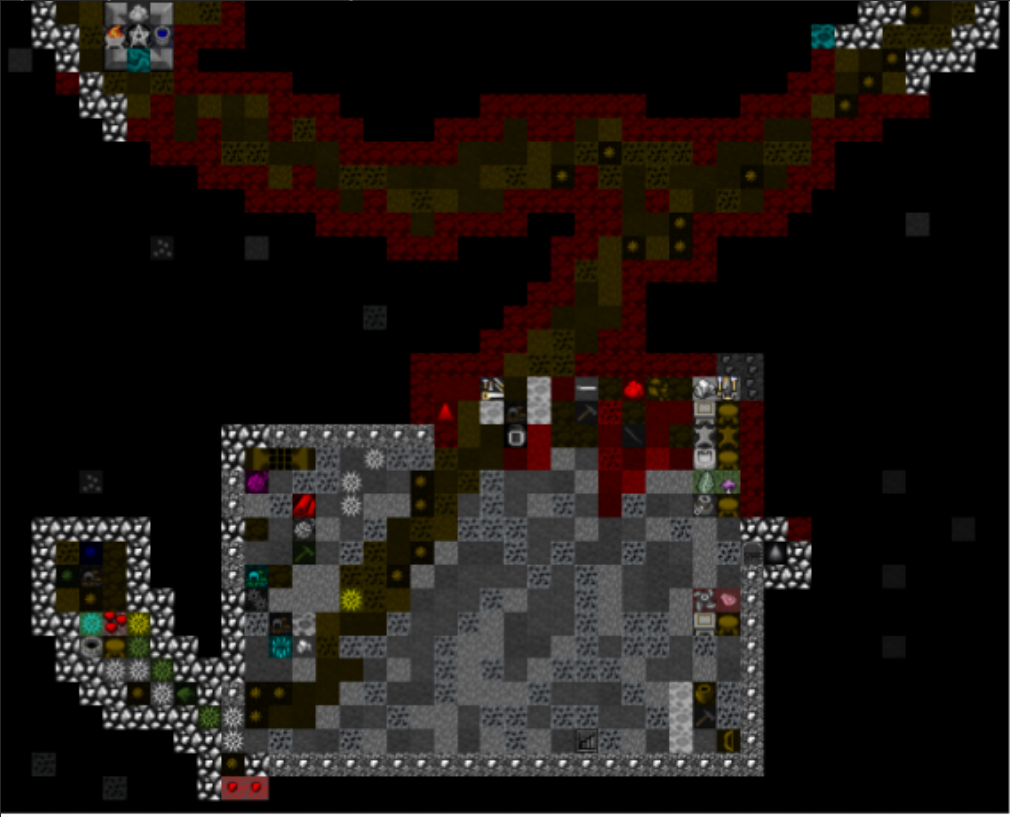
That night I had a dream, as it were. I saw in my mind an altar, built with rough hewn stone, a pentagram of stone in the middle with five more stones as points. The platinum amulet in the center, as focal point for the power that could be mine.

It took considerable effort hauling the stones to the right location. I kept this place secret, even from Bob. There was no reason for him to look into an old neglected ore vein. Near enough to the craft hall to be convenient, yet somewhat hidden as well.



The altar took shape, and upon placing the amulet upon it a wave of energy cascaded out from it, fusing the stone into one cohesive shape, a five pointed star. In the four cardinal direction lay the symbols of elemental power and arcane runes I did not recognize. I sat, weary contemplating this strange creation. This was both more powerful than the dice and more frightening.

Spoiler (click to show/hide)



I was not sure I should investigate this further but that night I had another dream. A sacrifice was required. A soul given in exchange for power. Has it not always been thus?

The very next day I brought one of the Giant Moles to the butchery. I needed more food supplies anyways. And really, they weren't that much to look at, and barely trainable. With bloodied hands I carried the soul energy to the stone, placing it in the center, the power I craved, the power of earth, was mine once I added additional stones to the surface, forming a small cairn around the pulsing soul. And with another flash it was all gone.

In it's place lay understanding. I looked at the runes to the north and found I could understand them. The words to a spell, to power. The ability to turn an enemy to stone. I ran off to try the spell on one of the other moles and found it worked perfectly. But as soon as I cast the spell the power fled from me and I could remember it no more.

The second soul was easier. I no longer saw the moles as fellows in my cave. I saw them as interlopers, as ... fuel. Once I had learned all I could I would confront that beast of flame and fire. And we would see whose power was stronger.

Spoiler (click to show/hide)

|                                                              |  |           |  |                 |  |      |  |                 |  |
|--------------------------------------------------------------|--|-----------|--|-----------------|--|------|--|-----------------|--|
| Outpost RutFPS: 150 (26)antcave1st Granite, 35, Early Spring |  |           |  |                 |  |      |  |                 |  |
| Animals Kitchen Stone Stocks Health                          |  |           |  |                 |  |      |  |                 |  |
|                                                              |  |           |  |                 |  |      |  |                 |  |
| Created Wealth:                                              |  | 71563*    |  | Population:     |  | 2    |  |                 |  |
| Weapons:                                                     |  | 7882*     |  | Miners          |  | 1    |  | Axedwarves      |  |
| Armor and Garb:                                              |  | 949*      |  | Woodworkers     |  | None |  | Axelords        |  |
| Furniture:                                                   |  | 4405*     |  | Stoneworkers    |  | 1    |  | Swordsdwarves   |  |
| Other Objects:                                               |  | 13254*    |  | Rangers         |  | None |  | Swordlords      |  |
| Architecture:                                                |  | 28470*    |  | Metalsmiths     |  | None |  | Macedwarves     |  |
| Displayed:                                                   |  | 12540*    |  | Jewelers        |  | None |  | Madelords       |  |
| Held/Worn:                                                   |  | 4063*     |  | Craftsmans      |  | None |  | Hammerdwarves   |  |
| Imported Wealth:                                             |  | 2776*     |  | Nobles/Admins   |  | None |  | Hammerlords     |  |
| Exported Wealth:                                             |  | None      |  | Hermits         |  | None |  | Speardwarves    |  |
| Food Stores:                                                 |  | 299       |  | Children        |  | None |  | Spearlords      |  |
| Meat                                                         |  | 110       |  | Fishery Workers |  | None |  | Crossbowdwarves |  |
| Fish                                                         |  | None      |  | Farmworkers     |  | None |  | Elt crssbwdwrvs |  |
| Plant                                                        |  | None      |  | Engineers       |  | None |  | Wrestlers       |  |
|                                                              |  | Seeds 19  |  | Trained Animals |  | None |  | Elite Wrestlers |  |
|                                                              |  | Drink 62  |  | Other Animals   |  | 2    |  | Recruit/Others  |  |
|                                                              |  | Other 108 |  |                 |  |      |  |                 |  |

Save: <http://dffd.bay12games.com/file.php?id=10503> (<http://dffd.bay12games.com/file.php?id=10503>)

Year 4 is complete and the Hermit and his imaginary friend are thriving. vjmdhzgr the save is all yours. I will update journal entry tomorrow. Oh, be careful in the caves. There is a FB that may not be able to move but throws fireballs. ;D

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **January 27, 2015, 12:28:09 pm**

## HUMANS, Year 6, Spring

"Ethra, can you remind me again why we are conferring with a homocidal robot? regarding how to pull this city out of a death spiral?"

"You're not being fair, Kofi! You know he's programmed to make the hard choices necessary to bring order in almost any situation. Also, he's killed plenty of xenos too. A much more accurate term would be 'genocidal', or 'omnicidal'."

-----

**WHILE problem.difficulty == obvious {solve(problem);}**

Ethra: "OK, the SMAK-47 printed out a list of all the reasons people are upset. Let's take a look."

Kofi: "Looks like the number-one problem common to all these folks is that they're seeing friends and family killed. Not much we can do about that directly until the riots die down."

SMAK-47: <Recommend PREEMPTIVE liquidation of all potential RIOTERS.>

Kofi: "Next topic."

Kofi: "Look at this -- most of the people who are extremely miserable are the ones who are actually seeing the bodies of loved ones laying decomposing in the streets."

SMAK-47: <Recommend RANDOM ACCESS STACK for expired MEATBAGS.>

Ethra: "Oh! Thats actually a pretty good idea. Establish a morgue behind closed doors so that only a few haulers are exposed to this horror."

Kofi: "Also, I'm going to retract the existing order that some corpses are forbidden to be moved away from the town square. That must have been a mistake. I hope."

SMAK-47: <Coffin DEMAND exceeds coffin SUPPLY. City LOGISTICS are INADEQUATE.>  
Kofi: "Well, Eth, the two of us can both become beaurocrats easily enough, and validate work orders for lots of coffins. Let's use stone; we have tons of it from the destruction of Hillside and we might need wood for something else."  
Ethra: "I'll get some wheelbarrows and have someone actually haul a supply of stones up to the mason's hall, that will speed up production by a huge amount. Right now the professional masons are wasting time schlepping boulders manually up from the basement."

IF action.consequences == negative RETURN;

Ethra: "Speaking of Hillside. Do you see how many miners are sad or wounded because they were caught in cave-ins, when they're out there fighting that stupid Hill?"  
Kofi: "We can't abandon the assault on Hill! It's our manifest destiny to level that pathetic rock. Show geology who's boss, that's what I always say."  
SMAK-47: <Assault on HILLSIDE is effective. Correlated decrease in meatbag LIFE EXPECTANCY is conducive to long-term operational objectives."  
Kofi: "Um, on second thought, we could take a break."

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Paulus Fahlstrom** on **January 27, 2015, 08:19:05 pm**

Hermit year 4 has been finished and posted above. If no one is taking the orcs I may try to get them moving again.  
  
But I do like the hermit, nice and simple. Only two people to keep track of. If only it didn't take so long to do darn near anything.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **vjmdhzgr** on **January 27, 2015, 08:34:44 pm**

Alrighht, I'll probably start playing tomorrow. I have a question though, how should I write the updates? Before I had been dating them and doing a relatively long update for each season, but now people are only doing one update per year of similar size to what I did for a season. So I'm not sure what would be prefered. If nobody says anything I'll go back to the way I had it before, which I prefer.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **January 27, 2015, 10:43:22 pm**

Do it however you like! Anyway the only one recently I see that was one report for the whole year is Hermit, which makes sense since it's just one guy.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **vjmdhzgr** on **January 28, 2015, 12:39:31 am**

Quote from: smakemupagus on January 27, 2015, 10:43:22 pm  
Do it however you like! Anyway the only one recently I see that was one report for the whole year is Hermit, which makes sense since it's just one guy.  
Oh. Maybe I wasn't paying much attention to the posts. For sme period of time at least I did pay attention and it seemed like every different group posted at least one year as just one post. I'll go with the way I had been doing it then, I've gotten used to that from the three times I did it.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **January 28, 2015, 07:29:30 am**

Usually its a season per post, but people can do it as slow or fast as they like. I personally like more story posts, instead of one for an entire year.

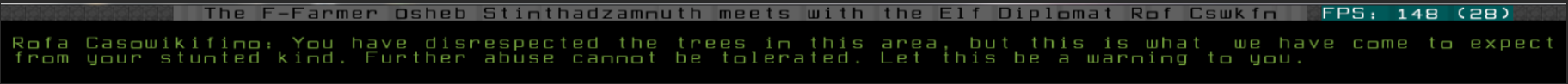
Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Paulus Fahlstrom** on **January 28, 2015, 12:06:17 pm**

Yeah, normally posts would be longer, but when you spend all of Spring digging and smoothing there is not much that happens. Considering overland is sealed for the Hermit, that eliminates ambushes and whatnot, except from the caverns. It was a very quiet year.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Jakob** on **January 28, 2015, 05:44:51 pm**

### ☼Dwarves☼ - Year 5, August

I order the area around the cursed ant to be cleared, and the lads forbidden from going near it. There's simply no use, and the useless sods are just wasting time running around the entrance into the cave, pretending like they're going to grab their things. We also find a dead metalsmelter outside, most likely an unnoticed victim of the werewolf attack. Oh well.  
  
On the bright side, it seems my attempts to drown the antman in bodies succeeded in giving our legion some small experience in battle (most of it is experience in running and dying however), and they're beginning to show themselves as an organized mob, which is better than what they came in as. One of the legionnaires also begins speaking of a great invention she MUST GO MAKE, but with both her feet broken, she does nothing besides flop around her hospital bed crying. Oh well.  
  
Still, I realize we don't have a doctor, and quickly draft some peasant to get to work. Hopefully he can do something about broken spines and skulls. Screaming is also heard from not only the chop shop, but from the caves yet again. It seems a pissed off looking bear got tired of the moaning of the dying and is now mauling one of them while Chloboboslibus laughs, hovering overhead. It's rather gruesome, but we can't do anything about it. OH WELL.  
  
However, the cave bear and its pack bumbles straight into some cages I set up, and I order a stockpile of wild animals built. War cave bears has a certain ring to it. Some migrants also crest the hill, and things are starting to look up yet again. Nothing to annoy me and act like a little bit-



OH. WELL.  
  
The knife eared punk's friend immediately jumps me and demands to know what I want next caravan, so I order some nith's, pandas, spiders, wolves, something called a Waxman (fighter of the Fireman! Keeper of the candle!), faedogs, snow leopards, drakes, warhorses and anything else that we can use for war (ironically, it'll most likely be against the elves.)

I send one of the peasants off to train the animals we do have, building him a nice kennel to work with, and order all the former pets of



our now honored dead butchered for spare food. With the southern portion of the cave restricted, and animals being trained, we can finally try and get a decent military to defend us from the creatures bel-



GOOD LORD. THEM AGAIN? ONE OF THEM ALREADY BROKE THE BACKS OF OUR ARMY. LITERALLY.

Their leader, Shonker, immediately kills the peasant Rakust, and our new animal trainer doesn't make it to the door fast enough and is locked in there with them. I draft the next Dwarf I see as animal trainer and begin making preparations to escape in case the ants realize how to operate a door handle.

To celebrate our near death, an artifact is created. It's made of wood and concrete and covered in gnomes, and I toss it onto the pile of expensive stuff we keep near the refuse.

This is a shell vest. All crafts dwarfship is of the highest quality. It is decorated with shell and encircled with bands of oval concrete cabochons. This object is adorned with hanging rings of wood. On the item is an image of Nand Intricacynetted the gnome and Julma Equivalenceghoul the frost giant in wood. Julma Equivalenceghoul is striking down Nand Intricacynetted. The artwork relates to the killing of the gnome Nand Intricacynetted by the frost giant Julma Equivalenceghoul in The Testy Jungle in the late spring of 6 during The Duel of the gnome Nand Intricacynetted and the frost giant Julma Equivalenceghoul.

I go down and crack open the door to see another clan of ants come charging down and begin murdering the others. They are in the south, and Tolonkus or whatever the armless dip's name is (he's changing names O.o) is flying away from the carnage. He finds a nice spot over the lake, and the rest of the ants wipe each other out.

Victory!

I quickly send the lads to go collect the corpses now that Tolonkus is away.

Sadly, it seems he has grown tired of being idle.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Paulus Fahlstrom** on **January 29, 2015, 02:30:14 pm**

### Orcs Spring - year 3

Gamerlord looked out over the fledgeling encampment, satisfaction visible in his face as he surveyed his dominion. His armor creaked slightly as he twisted to look out over the river to the east.

A slight sound behind him brought him out of his thoughts and his hand tightened around his orichalum toothed spear. He visibly relaxed when he saw the sorcerer approaching him, but his grip on the weapon did not loosen.

Strego approached and stood next to him in silence for a moment until Gamerlord growled out:"What is it you want here?"

"I see in your face how you view our home. I see pride. I see determination. You wish to restore the honor and glory of our people, yes?"

The sorcerer stared at him, unblinking. His eyes were unnerving, Deep yellow, with unnaturally large irises. Eyes that has looked into the ether and seen. No, not just seen, but SEEN. Gamerlord looked back over the river and the camp but did not answer.

Strego continued:"Do you know what I see when I look out over this place? A filthy waste."

Gamerlord growled, deep in his throat. "Be careful how you speak, mystic."

The sorcerer continued, nonplussed. "I see disarray, and chaos. You are the Warleader. You train our people to fight, and yet these things are aspects of your fight as well. They work against you. I see piles of bones rotting in the fields where you slew our enemies. I see piles of goods, stacked together like a pyre ready to be put to the torch. I see our people, drinking and eating instead of working.

These are your enemies as much as those beings of flesh and bone.

Let me set these affairs in order. I will be your mirror for these foes."

Gamerlord paused, then laughed, harsh and guttural. "And why would I let you do that? Why would you want to? What would you gain?"

"Because I see waste, where there could be power. I see bones where there could be ironbone and bloodsteel. I see revelry where I could see orcish masters of their craft. And I do not have what I need to continue my studies.

I too see the glory of our race, but not in martial prowess alone can it be obtained. Until we restore those arts so ill practiced to their full glory will the martial glory of our race be as short-lived as those who seek to elevate themselves using it."

Gamerlord thought for some time, silence stretching out into minutes.

"Very well, we will see if your way is better. You have one year. But if you fail I get to personally rip your lying tongue out of your mouth."

Strego grinned and nodded. "Thank you. I'm glad you agree. It is easier this way."

The implied threat hung in the air and Gamerlord laughed again. "You? What could you do to me?"

"There are many ways to die, and once you are dead it does not matter to you which one was employed."

-----

It did not take long for word to spread that the sorcerer was running the affairs of the camp. It came as no surprise. He had the best room, and had taken the statue from Immortal-D, though the rumors on how were many and varied.

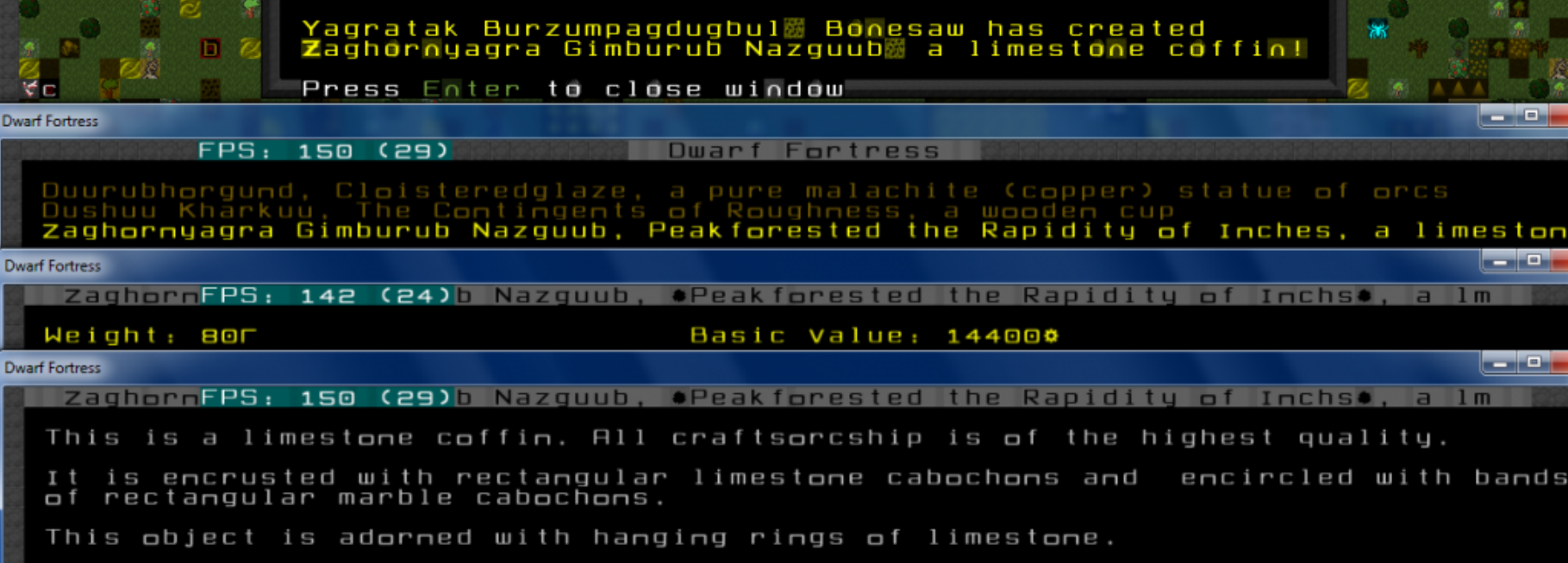
Changes in work orders began immediately. The metalworks had already been active but work was doubled. The masons were set once again to building blocks, doors, tables and chairs. The carpenters were sent to make bins, and barrels.

A new work area was carved out under the dining hall, for butchery, a kitchen, a slaughterhouse, tanneries, a still and a screwpress. A refuse area was carved out next to it for a bone workyard and the stockpile for pieces.

A palpable change filled the air. An increase in tension, in pace. The sorcerer would occasionally appear to direct work, but spoke little, and quietly when speak he did. But there was an air of menace around him that few dared to question.

It was early in the second month of spring that the first sign came. Rumors of it spread like wildfire. Few knew what to make of this portent. Whether it bode well or ill was not clear, but most thought it bode ill. Ill indeed.

Spoiler (click to show/hide)



More than once the sorcerer was seen running his fingers along it's smooth surface. A week later he announced that it would be used for a grand tomb dedicated to the warleader Gamerlord. As Strego put it, "For those who elevate our clan to glory by their deaths should be honored in death, lest their spirits come to whisper lies in our ears and lead us down the wrong path. For not all spirits are to be trusted, but those of our honored dead can serve to protect us from ill."

A new section of the caverns was dedicated to the honored dead and work began on smoothing it. Bone slabs were made and the first was dedicated to Ama Ashagundurb, who bled to death in the year 32. The undead spirit had been spotted more than once in the caverns.

The first challenge came, in fact, late in the second month of spring. A monster, a jungle titan composed of steam was spotted approaching from the east.

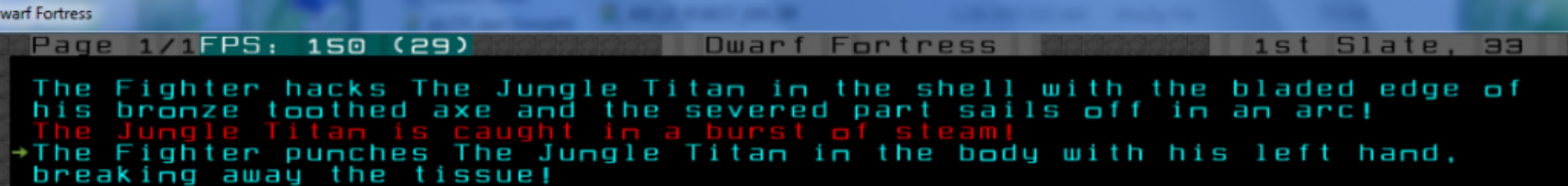
Spoiler (click to show/hide)



Gamerlord watched it approach and barked instructions from his vantage point. The second squad, comprised of Choppas rapidly formed up at the gates, but the gigantic blob of steam simply flew out over the river before moving into the warcamp from the river side. The squad rapidly converged on it as farmers ran from it.

The battle was over very rapidly and the cooling shell left to cool in the recently turned earth of the fields.

Spoiler (click to show/hide)



Only two other events were notable in spring that year. The influx of eighteen new recruits, many with combat skills swelled the ranks. Gamerlord selected the best fighter for his squad, an elite wrestler, bringing their numbers up to five. Moku filled his squad out with more archers, including two snagu. And the second squad was filled with the remainder.

The other event was considered less important. Goblin traders arrived. They brought little other than leather, meat and cloth. All of it was purchased at the expense of some crafted items of metal, some cut gems, and some worn out or unwearable clothing, donated by their enemies.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **January 29, 2015, 02:57:14 pm**

Yeah, Orcs. :D

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **vjmdhzgr** on **January 30, 2015, 08:09:26 pm**

## The Hermit - Year 35, Spring



1st Granite, 35.  
Well, it's been another year. A whole four years now I've lived here. I've, almost forgotten what I was last doing. I think this has happened before. Each year it seems I feel different, except last year. I don't know what it is, nor do I care. I'll just keep doing, whatever it was I was doing.

5th Granite, 35.  
I spent the last few days hauling a boulder over to my altar to learn a new spell. I should now be able to turn creatures into stone. Wait, that sounds familiar. Didn't I have that ability already? I've checked through my journal and noticed that strangely there aren't any dates for the last two years. However, I was able to find that I had indeed already written about gaining this ability. This memory loss is becoming troublesome. I thought I had been away from the warpstone for long enough to stop being affected by it, but apparently not.

17th Granite, 35.  
I attempted to kill some more of the giant moles so I could try and sacrifice another soul at the altar. However the mole very quickly tore my right arm open making me drop my buckler. Then in a burst of rage I petrified the mole and cut at one of it's legs sending it flying. The mole continued it's attack however and I retreated as my arm was bleeding profusely. I'm getting a bit worried though, whenever I've used that longsword I get occasional flashes of a monstrous rage that makes me just want to KILL EVERYTHING. It never lasts long, but being in such close proximity to two different madness inducing items doesn't seem good. I've decided to take a bit of a break after that.

[Spoiler](#) (click to show/hide)  
The Giant Mole bites The The Dice Keeper Mage in the right arm, tearing apart the muscle through the X-wool shirt-X!  
An artery has been opened by the attack!  
The Giant Mole latches on firmly!  
The The Dice Keeper Mage loses hold of the \*smooth wooden buckler\*.  
The The Dice Keeper Mage casts Petrify!  
The Giant Mole is turned to stone!  
The The Dice Keeper Mage strikes The Giant Mole in the left rear leg with the endless hunger for more blood of his -legendary deep bronze long sword- and the severed part sails off in an arc!

24th Slate, 35.  
In the last month I took a break for several days then exercised for nearly half a month while Bob hauled and butchered some things. Today though, I decided to get my revenge on that giant mole. Without it's leg it stood no chance and I cut it's head off almost immediately. Afterwards I decided to kill it's pups too. Pathetic little things they were, only one of them took more than one hit before passing out. As weak as they were, their souls can still be powerful if used right. I intend to use them to get more spells then destroy that uninvited guest down in the caverns. I expect little resistance from a simple blob of fire, but I quite enjoy the thought of killing a creature composed entirely of fire with fire so I'm fine with waiting.

[Spoiler](#) (click to show/hide)  
→The The Dice Keeper Mage sidesteps and slashes The Giant Mole in the head with the forward edge of his -legendary deep bronze long sword- and the severed part sails off in an arc!

[Spoiler](#) (click to show/hide)  
→The The Dice Keeper Mage strikes The Giant Mole Pup in the head with the endless hunger for more blood of his -legendary deep bronze long sword- and the severed part sails off in an arc!

[Spoiler](#) (click to show/hide)  
The The Dice Keeper Mage hits The Giant Mole Pup in the right rear leg with the desire to consume life in all its forms of his -legendary deep bronze long sword-, tearing apart the muscle!  
An artery has been opened by the attack and a sensory nerve has been severed!

[Spoiler](#) (click to show/hide)  
The The Dice Keeper Mage hits The Giant Mole Pup in the left front leg with the desire to consume life in all its forms of his -legendary deep bronze long sword- and the severed part sails off in an arc!

(Now you might be wondering, did nothing really happen in that whole month? Well, I have a plan for the next entry and I just ended up not quite getting to the point where I could write it yet, but the next season will contain that planned entry, so wait for that. I'll probably get it out tomorrow.)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **January 31, 2015, 02:03:22 am**

I like this Sorcerer Strego. Never a good omen when a sorcerer is looking forward to communing with your spirit, but you aren't dead just quite yet ~~

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Gamerlord** on **January 31, 2015, 02:35:36 am**

That is awesome Paulus! Also, Meph, how long until the comparison for year 2 is done?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Arcvasti** on **January 31, 2015, 05:21:24 pm**

Quote from: Gamerlord on January 31, 2015, 02:35:36 am  
That is awesome Paulus! Also, Meph, how long until the comparison for year 2 is done?

He said something about getting on the road again today. Could be a while yet. But it could also not be.

## ☼☼Kobolds☼☼ Year 3[Redux]

1st Hematite: Another ambush of Bowdancers springs out of nowhere. I order all the gates opened again, so as to lure them into the Drowning Chamber.

2nd Hematite: An idiot Blank who thought it was a good idea to take a relaxing walk on the Valley walls right across from a Druidic Elven Bowdancer with mithral arrows is dead. Let’s hope we have enough coffins if this keeps.

3rd Hematite: The Elves DO seem to be taking the bait, and slowly begin to amble towards the Westgate. The three remaining War Raptors are more impatient and all of them are killed by our solitary weapon trap. Some of the kobolds have taken to calling it the “Crimes against Nature machine”, due to the fact that its main use appears to be eviscerating random animals.

4th Hematite: I was mistaken. The Elves are ambling away from the Valley. They’re retreating which means they lost. We cost them six war animals and one Elf, while they killed one war animal and a single Kobold and dealt several minor arrow wounds to assorted Kobolds. Hardly the bloodless victory I’d hoped for, but it’ll do for now. What we need is some way to prevent anyone with a ranged weapon from being able to shoot at us just by climbing on that stupid hill overlooking the Valley. I suggest to our Digger that he level the hill. He looks at his shovel, then at the hill. He opines that that would be quite a lot of shoveling. I sigh and send him back to digging bedrooms. We’ll need some other way to protect the Valley from these kinds of threats.

8th Hematite: It seems to me that the best way to protect the Valley from ranged attacks is with a vast Wall. But what to make the Wall out of? Ice would be nice, but it’s far too warm down here. We have nowhere near enough wood, nor leather or bone[Since we used a lot of that for bedroom furnishings]. But what we DO have is sand. Lots of sand. And a Glassmaker. What we’ll do, is tear down the old

wooden wall piece by piece and then use the wood we get from the wall to fuel the Glass Furnace to make glass blocks for the new Wall. We'll keep most of the Westgate area made of leather, since taking down that would set back construction on the Thunder Coil a good bit. I order the first batch of twelve glass blocks made.

13th Hematite: Between our own reserves of green jade and the gems our Thief has stolen from the Goblins, we have enough gems to turn all three squads into Witch[er]s. I have a Firepit set up to make the necessary ash. The Lascivious Lashes also get their bonerattle armour and training room today, so they can finally start full-time training.

17th Hematite: I have the Thief start stealing wood from the Centauren. We'll need lots of wood. Lots and lots of wood. I mean to build the Wall taller than the hill next to us. All the way around.

24th Hematite: The Withering Blades have commenced their ascension to Witch[er]s. We're going to need every edge we can get to hold the Valley against our enemies. Progress on the Wall goes slowly, as our Glassmaker is unskilled and slow. He will improve with practice. Eventually the Wall will be complete.

28th Hematite: The Thunder Coil is finally complete. It's not quite ready for testing yet, I still need to implement some fire prevention measures, but it's getting there.

7th Malachite: A Turtle-Sign Blank, possessed of the aspect of one fey, claimed a craftsbold's workshop today and began gathering eclectic materials. I pray the spirit possessing him is merciful and of benign intentions.

11th Malachite: Some more immigrants arrive. Sigh. I guess I'll get to sorting them. They're probably all going to be Blanks anyways

13th Malachite: Besides a few with potentially promising combat Birthsigns, my earlier evaluation was right. All useless Blanks, fit only for hauling and building.

17th Malachite: The new bedrooms I ordered made and furnished a while ago are finally finished and ready for habitation. Yay.

18th Malachite: The Thunder Coil had its first test run today, with 45 Jewels of power. The results were immediate and explosive. The leather road I'd had laid as a fire precaution had included a bar of gold in its construction. Gold is, according to Gnomish texts on the subject, an excellent conductor. The gold bar vaporized and the road exploded. I had the Thunder Coil immediately shut off. I'm having the road rebuilt, this time fully made of leather.

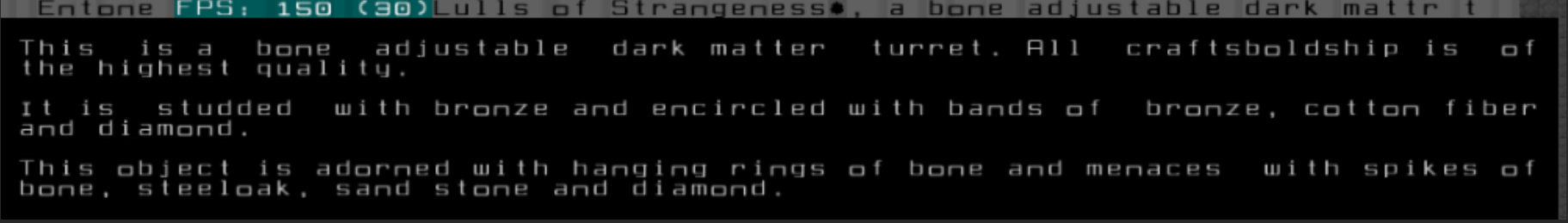
19th Malachite: After amassing a fair amount of materials, the moody bold began his mysterious construction. At least he won't go insane.

20th Malachite: A goblin snatcher makes it past our defenses. He must have snuck in through the wall while a wooden part was being replaced by glass. He was ripped apart fairly brutally by our war ogres. Blood everywhere.

21st Malachite: The front cage trap snagged another goblin snatcher. I guess we'll just put him next to the elven war raptor we already have lying around. We pilfered plenty of cages from the Gnomes, so we'll be fine on that count.

23rd Malachite: The moody Blank finished his artifact today and became a legendary Bone Carver. As for what his artifact was...

Spoiler: See for yourself (click to show/hide)



I have no idea how this might be used practically. Maybe I'll have it displayed above our front gate to menace everyone who enters.

24th Malachite: Another goblin snatcher got stopped by our traps. This one more messily. The Crimes against Nature machine does not disappoint.

26th Malachite: A goblin snatcher gets captured by our cage trap. Like clockwork. I've commenced preliminary scouting for suitable candidates for a fourth militia squad and found some promising Blanks of decent combat Birthsigns. I have our bone carvers start making bonerattle for them and resolve to get some mithral armaments made for them as well.

5th Galena: The fire-safety road near the Thunder Coil has been rebuilt. A useless young amphibian has been moved into the Thunder Coil access foyer, to test how the Thunder Coil interacts with living flesh. I order the Thunder Coil turned on.

Aside from a rather menacing crackle of electricity over its surface, the Thunder Coil does nothing. After a few more minutes, I turn off the Thunder Coil. Remembering the violent reaction of the Thunder Coil with the gold bar, I order a single silver arrow placed below the test subject. I want to know if the Thunder Coil only affects gold and similar conductors, or if it affects all Metal universally.

6th Galena: The Blossoming Spears are now all Witch[er]s.

With the Metal arrow placed, I order the Thunder Coil started again.

No special reaction to the Metal occurs. I leave the Thunder Coil on slightly longer this time. After about ten minutes, a crackling arc of lightning descends on the fire-safety road, MELTING the leather into barely recognizable lumps. One of the older kobolds, our Shaman, estimates the lightning bolt approximately equal in potency to DRAGONFIRE. I'm going to have to order all of the "safety" roads taken down and replaced with properly attached flooring. The test amphibian is still alive, more out of luck than anything else. I order him euthanized on general principle. I also order the arrow underneath him removed. It appears the Thunder Coil's reaction to the gold bar was a red herring. And also that the Thunder Coil's range and power increase proportionately to the amount of time they are left on. This is valuable information. Once the proper safeguards are in place, the Thunder Coil could easily break a siege and with more versatility than the Drowning Chamber could. But this isn't so much a two-edged blade as a two-edged porcupine, as far as weapons go. There are many ways the Thunder Coil could deal just as much damage to us as to our enemies.

11th Galena: I order another storeroom for prepared meals dug, near the kitchens and dining room this time.

13th Galena: A caravan of other kobolds has arrived. This would be an especially inauspicious time for an ambush to appear. Therefore, I have everyone stay inside. Once the merchants are safely locked in the Depot, I'll have the trade good brought in.

14th Galena: The new fire-safety floors around the Thunder Coil are complete. The Thunder Coil is finally FULLY operational. Normally, this is the point where we would test the Thunder Coil. But that is now unnecessary. We know the destructive power it holds, how often it emits them and its approximate range. I'm having the precise instructions on the use of the Thunder Coil, as well as its capabilities with its current power budget of 45 Jewels engraved on a silver slab, for use by my successor.

16th Galena: Oh dear. This could get messy.

Spoiler (click to show/hide)





The Werewolf tears the head off of one whipbold with a single strike and turns another caravan guard INTO a Werewolf. Yeah, they’re sort of screwed.

Now there’s THREE Werewolves. I am locking the door to the Valley proper. Hopefully the caravan guards can distract the Werewolves long enough to let the actual merchants enter safely.

17th Galena: Some of the Werewolves turn back. Hopefully they’ll be killed while they’re in humanoid form and then we can get down to business.

Nope. The first Werewolf turns into a Werewolf again and enters the Depot. The merchants and their guards kill him quickly enough, but there’s no way they’re trading with us after that fiasco. A couple wagons got broken apart by the Werewolves, so I send some able-bodied kobolds out to retrieve anything of value from them. And also to bury the caravan guards who died. Kobold custom dictates that the dead are given great respect and a good burial, after all of their valuable possessions are distributed amongst those who got there first. The traders will understand.

23rd Galena: The bonerattle armour and mithral weapons for the fourth militia squad, the Chaste Choppers, are finished. They lack only a training room before they can begin full time training. The things we looted from the broken wagons were mainly just medical supplies and [blood]steel items we could melt down, but we did find a bag of kobold bulb seeds.

25th Galena: Apparently the diplomats sent with the caravan made it in safely and still want to talk to us. They refused to speak with me, saying that I wasn’t appointed by the people. Instead they talked to a Blank-turned-village chief who had been elected in secret a week ago. Then the “village chief” had the nerve to ask me for a proper office from which to operate. I was sorely tempted to give him an office in the Drowning Chamber and turn on the Thunder Coil, but I knew that would weaken my rapport with the masses still further. So I just gave him a small office in the cave this place was built on. In any case, we’ve requested a wide range of useful goods to be included in the next caravan to come our way.

26th Galena: The Chaste Choppers finally have their training room, so they’ve started full-time training. This puts our total military at sixteen normal kobold soldiers and two Druids. Now that we have kobold bulbs to work with, perhaps we could institute a blowgunner squad armed with slowpoke darts when the next migrant wave arrives.

27th Galena: Apparently kobold-made wagons explode like piniatas when they’re destroyed. A highly flammable silk kilt made its way into the Thunder Coil foyer. When I had someone remove it, it turns out someone had positioned a [Thankfully empty] bucket over the door to the Thunder Coil foyer, so that it would fall on the groin of the first person who opened it.

Spoiler: Immature shenanigans (click to show/hide)  
The (wooden bucket) strikes The Tanner in the groin, bruising the muscle through the (cotton fiber cloak)!

I have once again lost faith in koboldkind.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **January 31, 2015, 05:53:01 pm**

Quote from: Gamerlord on January 31, 2015, 02:35:36 am  
That is awesome Paulus! Also, Meph, how long until the comparison for year 2 is done?

I got all the saves here, but whenever I find time for DF, its for Masterwork Reborn, for modding... not the community fort here. :(

Maybe someone else wants to post it? I can update the first post with all the links, but writing story posts with screenshots from 8 different saves is a bit much atm. Sorry.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 01, 2015, 05:59:49 am**

## HUMANS Year 6, Summer

**IF orc {kill;} ELSE IF automaton {kill;} ELSE IF rioter {kill;} ELSE {kill;}**

Ethra: "I was hoping things would have calmed down more by now. So much violence, and so much senseless death. The orc and automaton snatchers are keeping everyone on edge, but the domestic rioters running amok are really the most terrible. It's a loss no matter what happens."  
SMAK-47: <Termination of MALCONTENTS is IRRELEVANT. Integrity of POLICE forces is PARAMOUNT.>  
Kofi: "Well, as much as I hate to admit it, your droid almost touches on the truth this time. We're all pretty much done for if the police patrols fail. Some of the new migrants can fill vacancies in the militia squads. It's good to have these new folks here -- I think we can count on them to keep to their duties and not get involved in the riots."  
Ethra: "We can also help out all the troops by better stocking the hospital up with supplies, and getting the soldiers some waterskins so they aren't running around thirsty after a long patrol. They've still got a lot of long hours on duty ahead."

**WHILE happiness <= unhappyness {happyness++;}**

Kofi: "You know, a lot of the civilians are thirsty too, partly 'cause the well's only accessible from one side."  
SMAK-47: <Substantially dehydrated humans have NEGLIGIBLE ECONOMIC value and should be DISPOSED of without delay.>  
Ethra: "OR, we could improve accessibility by expanding the well platform, and maybe adding a second well."  
Kofi: "Might as well fire up the stills, too. Provide some extra drinks and get peoples' minds off of things. I know I could use a drink or two."

Ethra: "Why don't we figure out a few other things we can do to cheer people up?"  
Kofi: "Fair enough. We've been so focused on fixing the problems around here, but it would be just as effective to create a few things to be happy about."  
Ethra: "Let's have some of the craftsmen work on dining rooms, and on getting people some cabinets or chests for their private rooms too."  
SMAK-47: <Statistical analysis shows that positive PATTERNS of BEHAVIOR are correlated with humans who REVIEW the FUTILE EXPLOITS of other meatbags.>  
Kofi: "Ah yes. Perhaps some statues to record some of the more inspiring heroic moments in local history. Like my election!"

Ethra: "I requisitioned some basic furniture for new offices. You know, city nobles are even more useless than usual if they aren't hooked up with all the right swag."  
SMAK-47: <Humans should adopt a more efficient OPERATING SYSTEM.>  
Kofi: "I know! Being a mayor is pretty rough. Sure, I have a palatial suite with the finest decorations of polished glass, but I have to hold my diplomatic meetings and even meals in there too. In the same rooms as my residence! It just makes me so mad sometimes."

---

Order is established at the tip of a sword, but conditions are improving for those who stay on the right side of the law. The fallen laid to rest, the wounded well treated, and the basic needs of the people given high priority. The riots have calmed for now. The soldiers find themselves free to train and when called upon, to fight the good fight. The humans stand alongside elven visitors to drive away an orcish warband and preserve trade with the Fair Folk -- claiming along the way, a fair pile of orcish weaponry. Mayor Kofi buys a great quantity

of drink from the elves. As Midsummer's Day approaches, the town's survivors raise a glass side by side, and look forward to the promise of a new dawn.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 02, 2015, 06:29:08 am**

## HUMANS, Year 6, Autumn/Winter

The humans of Blockwade had come through a dark time of troubles. Their militia had suffered through several months of a grim duty, putting down their rebellious kin in a seemingly endless cycle of despair, tantrums, and violence. The crowded catacombs remained a sobering reminder of the hard days recently behind, but only a few poor burial workers now found their duties taking them to that place. For everyone else, with quality of life on the rise and several waves of new migrants breathing life back into the economy, Blockwade's society was stable at last. No citizens reported their status as "miserable" in the most recent census.

Ethra: "Did you know a guy named 'Bearkiller'? Some of the old-timers say he was an officer of the town in the early years, like in 31 or 32."  
Kofi: "No, but I recognize the name. He was one of the last to die in the riots, and some the townsfolks wanted to give him a dignified sendoff. There's a memorial somewhere down in the mass gra... er, tombs."

WHILE organization <= appalling {improve();}

Ethra: "We're not out of the woods here, yet. It's great that the riots are quieting down, but there are invading thieves or ambushes every couple weeks. We've lost too many to their blades already, and it would have been worse if not for the war animals patrolling the town square."  
SMAK-47: <Human sensor network is INADEQUATE. Implement EARLY WARNING system immediate.>  
Kofi: "Yeah, we need to get these dogs and bears trained, and station some of them at the other gates."

WHILE organization <= terrible {improve();}

Ethra: "Kofi, seems like you're getting along pretty well, using this assassin droid for advice. I thought you were going to have it deactivated as soon as the worst of the troubles had passed."  
Kofi: "Not true, Eth. It was great for running some of those really tough scenarios in the dark days, but now it's good for all kinds of other analysis too. Check this out. Hey there, Bolts. Confirm the following thesis: the town square is still ass-deep in hogs."  
SMAK-47: <INCORRECT. The town square has over 180 units of stockpile-free space and is covered in only 48 pigs. A factor of approximately 3.5 more pigs would be required to cover the space uniformly to the depth of a human ass. Conversely you lazy inefficient meatbags could simply build a barn or dig a hog storage hole. According to my careful observations this is within even the limited capabilities of your anachronistically backwards society.>  
Ethra: "Huh. Fair enough, I guess. Some poultry coops wouldn't be a bad idea either."

WHILE organization <= verypoor {improve();}

Ethra: "That big stockpile in the subbasement, and the main food pile, and the wood pile, are actually a real mess. They're overfull, and backed up, and that's part of the reason work is getting done slowly."  
Kofi: "Just go ahead and do whatever you think is best -- I need to stop in the militia barracks. They are dealing with some serious problems - a succubus warband seen in the south hills. We spotted them in time to shut the gates."  
Ethra: "Oh! Thank goodness we tested the gate controls and added those Note labels."  
Kofi: "I guess so. I just pulled all the levers anyway. Fortunately we can see them now that they aren't buried in pigs. The robot says we should let the invaders come in at the east gate and meet them in combat, but I can never quite figure out whether he's still looking for an angle to indirectly kill us all."

IF organization >= mediocre {end;}

Ethra: "Well, how did it go? I heard the victory bells in the square, and rumor has it there is nothing too serious going on in the hospital."  
Kofi: "The troops performed just as admirably as in every other engagement! Which is to say, they waited until the enemy was bogged down in webs and pumped full of forest spider venom, with wardogs hanging off of every limb, and then they pretty much walked in and slit the enemies' throats. Until the day when our boys have some skill or armor, this is pretty much the way we're going to want to roll."  
Ethra: "At least we didn't have to use the cage traps too much this time. We really have too many prisoners at the moment. I swear there are like, 15 orcish blademasters and 5 raccoons stashed in one cage in a back alley. I have no idea if that is sanitary, or how they even all got in there, or if raccoons can open cages."

Kofi: "Alright, it's time to get down to some business here. We need some armor to gear up the troops for real combat if these enemy raiders send us a serious war party. There's hardly any work going at the forge right now."  
Ethra: "We've got a few crates of material laying around, and plenty of copper ores are stashed somewhere. Robot, please calculate how we can optimize the logistical support for our blacksmiths."  
SMAK-47: <Optimization space is PROHIBITIVELY COMPLEX. Suggest making changes RANDOMLY. Could hardly be worse.>  
Kofi: "Maybe step one should be melting down this wisecracking overgrown abacus. Anyone have some real ideas?"  
Ethra: "Well, Bolts here is actually sort of right. It really is bad right now. We could use some more ore processors, and the master smiths and masons really shouldn't be hauling their own supplies up from the vault in the subbasement. Let's just make a few small stockpiles in the guild towers, so that the unskilled haulers can help out. Seems like that plus setting up a few stockpile links will solve about 80% of the problem."  
Kofi: "Perfect. As my old pops used to say: Why work overtime to fix it all the way, when.. well, whatever, quitting time."

The first batches of very mediocre iron mail and bronze greaves roll out of the forges in time to see action against a small orcish band mid-winter. The soldiers sallied forth and were victorious against the dangerous foe, for the greenskin leader had a powerful bow, and noone wanted to let the savage test his range from atop Hillside. Kofi is not thrilled yet with the quality of the forge-work, and orders the smiths to keep practicing on some copper accessories.

Winter falls on Blockwade, and noone is too sorry to see the troublesome Year 36 (the town's 6th) fade into the past. There are 81 humans now alive, all content or even happy with their lot here, even though more than that number already have found their way to eternal rest in the catacombs below.

Year 7 start:  
<http://dffd.bay12games.com/file.php?id=10535>

OOC: I'll do a small photo tour in the near future.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Paulus Fahlstrom** on **February 02, 2015, 01:43:53 pm**

## Orcs Summer - Year 3

Grabtug's hand clenched the heavy wooden railing of the boat as it bucked in the waves. The sun shone down fiercely even as the water cooled him. His logboat was filled with dwarven goods from a raid upriver. Iron, steel, weapons. It was a good haul and highly useful items. The war-leader would be pleased. This was what he had wanted as a child. This freedom. There was no other job that he would rather have. Granted, there was glory to be had in the military. But life as a raider... that was his ideal. That smell of the water, sun, and



blood, it stuck with you through the dark times. The small dwarven settlement was in disarray and had been easy pickings. It was not always so, but this time, it was good. Very good.

He idly itched his left arm where a small multitude of minor injuries were healing as he gazed out ahead of them.

"There's camp boyz! Look lively!"

With the increase in goods the camp had been able to provide material to the freelancers in exchange for coin, providing totems, large gems and sailcloth. This allowed the raiders to operate once each month of summer, visiting the dwarves each time. An expensive trip but well worth it for the metal obtained. Iron, steel and wolfram, and even some steel weapons. Profitable trips indeed.

The crematorium now operated day and night, cleaning the camp and producing ash to use in ironbone production. Which in turn consumed blood and ash to produce bloodsteel. Soon it would be time to begin armoring the warbands properly.

Much of the surplus metal was being utilized as well. Tin furnishings were made for the rooms, and the rest of the rooms properly equipped with doors, beds and the like. A second wave of migrants in the second month of summer added more workers and soldiers alike. The warband now sported three and a half full squads, in various states of equipment and training.

With new recruits there was now continual training sessions in the barracks/dining hall. (recently expanded) The need for a better organized hospital became a requirement. The old makeshift hospital was torn down and reassembled in a more suitable location near the main stairwell. All required furnishings were provided and additional hospital supplies as needed were manufactured. Except soap. Only pansy humans used soap.

The old medical area was converted into the new kennels and animal training area. The Direwolf pups were tethered in place for training rather than let them run amok around camp. The cauchemar were left to graze outside near the main gates.

The cavern entrance was also properly secured, mostly after the sorcerer spoke personally to Immortal-D, who was the main mechanic. Apparently he was loath to work in that area until Strego had threatened to tie him up there as the main security measure and early warning system. The thought of being chained with a mass of underdark beasts having their way with him was sufficient to get the work done.

It was a productive season, things were starting to take proper shape in the camp and run smoothly, until late summer when the alarm horns sounded.

\*The enemy is at the gates! We are besieged!\*

[Spoiler \(click to show/hide\)](#)



The squads were called up immediately and Gamerlord quickly took stock of the situation.

"Listen up louts! The humies have come thinking to ruin our fun here. Let's show 'em how orcs deal with sieges! Last one there cleans the latrines for a month!"

A massive shout went up from the orc camp and the humans on the hill shifted somewhat nervously. Their leader, a mounted hammerman had promised them this would be an easy fight. Sieging the orc camp would be simple. They'd turtle up for fear of attacking an enemy archer squad uphill and once that happened they'd be able to rain down death from above using the hillside to their advantage.

It didn't work as expected.

The orcs charged up the hill, led by Moku's headhunters, the lightest armored and therefore fastest. Ugurb had always been quick. Faster than the other children and this speed had always worked to his advantage. Already he was outpacing his fellows up the hill. Far faster than the soldiers who had heavier equipment to carry. It simply did not occur to him that fast wasn't always best. It didn't hit home until the third or fourth arrow. By that time he had already turned and started running away, as another pair of arrows buried themselves in his hinter parts. It did not occur to him even then that there was an advantage to being slow.

[Spoiler \(click to show/hide\)](#)





It should have. Unwittingly Ugburb's charge and uncanny dodging turned the battle for the orcs in a big way. The human archers were so distracted trying to kill him that they almost missed the rest of the orc charge. Until it was too late. The heavies of the second squad and Gamerlords squad crashed into the siegers with a ferocious roar, and soon the air was full of screams of the dead and dying instead of arrows as the humans had intended. The battle took mere minutes. Humans broken, fully nine archers killed, the remainder fleeing southeast with their leader. Only three orcs had died, and three wounded, including Gamerlord, who had and arrow score his ribcage. It bled profusely but was relatively minor.

Spoiler (click to show/hide)



Thus ended the summer.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Paulus Fahlstrom** on **February 02, 2015, 07:53:31 pm**

### Orc Autumn - Year 3

Fall arrived in a blaze of color. Or it would have if all the trees hadn't been recently harvested to fuel the orcs insatiable need for fuel. It wasn't what happened aboveground that concerned Strego most. It was beneath. The ever-present whispers of those offering power called to him. As they always did. The whispers were nothing if not predictable. In some regards, at least.

Early Autumn brought with it a surprise ambush buy antmen from below and the second squad was immediately dispatched to deal with them. It was brutal and quick. They were, after all, mere insects.

Their outpost had grown and prospered but it could do better, Strego knew. And establishing proper trade was important for this. They has a surplus of leather, a valuable bartering commodity, but with no broker it sat around in massive piles, waiting for the tallow and bone and wood needed to convert it into lamellar leather. There was always extra leather around though.

Under the pretext of ensuring no other surprises from below the sorcerer sent out the second squad deeper. Farther into the caverns than they had yet travelled. The cave system extended far beyond their borders. But there were many resources below they could use. Gems, gypsum, ore, wood, plants, water, and importantly, silver. He designated a section of galena ore for mining and extraction when he visited below. The air was damp, and chill. Uncanny sounds echoed occasionally from deeper out, deep throbbing calls of some creature or another. It was another world down here. A dangerous one. Profitable but dangerous.

Autumn deepened, the air beginning to grow cool as the heat of summer faded. Once again the warning horns sounded.



A second siege. Humans once again.

Spoiler (click to show/hide)

|                                       |         |                                       |                |
|---------------------------------------|---------|---------------------------------------|----------------|
| Kamven, war Screech-owl               | Invader | Icgil Konlomoth, Human Archer         | Invader        |
| Bepa, war Screech-owl                 | Invader | Rislu, Horse                          | Invader        |
| Sisha, war Screech-owl                | Invader | Usa Gosathbokl, Human Archer          | Invader        |
| Thran, war Screech-owl                | Invader | Thram, Steelclad Horse                | Invader        |
| Mido, war Screech-owl                 | Invader | Kashl Okokupe, Human Archer           | Invader        |
| Lico, war Screech-owl                 | Invader | Teshil, Ironclad Horse                | Invader        |
| Jamas, war Screech-owl                | Invader | Bini Atthemunir, Human Archer         | Invader        |
| Isias, war Screech-owl                | Invader | Uci, Horse                            | Invader        |
| Ocgl Ona, Human Spearman              | Invader | Ashab Ceruejas, Human Archer          | Invader        |
| Upi, Ironclad Horse                   | Invader | Thespde, Steelclad Horse              | Invader        |
| Asi Zurkoemsi, Human Spearman         | Invader | Mukca Nisamentihep, Human Archer      | Invader        |
| Thran, Horse                          | Invader | Lani, Ironclad Horse                  | Invader        |
| Mekgos Esmiramstom, Human Spearman    | Invader | Donu Pikevhol, Human Archer           | Invader        |
| Tosi, Ironclad Horse                  | Invader | Thrathnu, Ironclad Horse              | Invader        |
| Ulde Cucamite, Human Spearman         | Invader | Quabsuuu, Human Archer                | Invader        |
| Acath, Steelclad Horse                | Invader | Agen, Steelclad Horse                 | Invader        |
| Erod Lemsas, Human Spearman           | Invader | Ispran Binirin, Fisher Gld Mmbr Archr | Invader        |
| Jasro, Ironclad Horse                 | Invader | Oxul, Steelclad Horse                 | Invader        |
| Abuthedin, Merchant Guild Membr Sprmn | Invader | Ishas Nocamstran, Human Archer        | Invader        |
| Rafeb, Horse                          | Invader | Kepfu, Ironclad Horse                 | Invader        |
| Ivak Ameccusith, Human Spearman       | Invader | Ulde Kadeslqk, Jwlr Gld Mmbr Ryl Axmn | Invader        |
| Nganiz, Horse                         | Invader | Eve, Ironclad Horse                   | Invader        |
| Sinur Arli, Carpenter Guld Mmbr Sprmn | Invader | Gazga Agratalata, Acolyte             | Friendly       |
| Ocna, Ironclad Horse                  | Invader | Latuuul Latugdullimb, Trader          | Friendly       |
| Pidud Ziltaked, Human Spearman        | Invader | Coral Snake                           | Wild Animal    |
| Nadmi, Steelclad Horse                | Invader | Coral Snake                           | Wild Animal    |
| Rossu Zapasarli, Human Spearman       | Invader | Coral Snake                           | Wild Animal    |
| Nebo, Horse                           | Invader | Frogman                               | Wild Animal    |
| Budo Piblasiv, Human Spearman         | Invader | Cave Swallow Woman                    | Wild Animal    |
| Bekat, Ironclad Horse                 | Invader | Cave Swallow Woman                    | Wild Animal    |
| Gil Ukizobsha, Cook Guild Membr Sprmn | Invader | Cave Swallow Man                      | Wild Animal    |
| Leto, Horse                           | Invader | Dugukulreengis, Worker Hivefighter    | Caged Prisoner |
| Ganuhnabsiz, Squire *Spearsquire*     | Invader | Hoshnazg Tuurzumpazguuruk, clan liasn | Diplomat       |
| Rakel, Horse                          | Invader |                                       |                |
| Ape Thadpuja, Fisher Guild Mmbr Sprmn | Invader |                                       |                |
| Ramul, Ironclad Horse                 | Invader |                                       |                |
| Lecit Diddecawcl, Jwlr Gld Mmbr Sprmn | Invader |                                       |                |
| Thrun, Horse                          | Invader |                                       |                |
| Ersi Thimethratheg, Human Royal Sprmn | Invader |                                       |                |
| Inid, Steelclad Horse                 | Invader |                                       |                |
| Kenom Cenglaba, Crpntr Gld Mmbr Archr | Invader |                                       |                |
| Buh, Steelclad Horse                  | Invader |                                       |                |
| Cango Sireliljr, Squire *Axesquire*   | Invader |                                       |                |
| Tohwot, Horse                         | Invader |                                       |                |
| Ahang Takruida, Crpntr Gld Mmbr Archr | Invader |                                       |                |
| Or, Ironclad Horse                    | Invader |                                       |                |
| Jol Suriligelak, Human Archer         | Invader |                                       |                |
| Kafek, Ironclad Horse                 | Invader |                                       |                |
| Hemim Kalsirogon, Jwlr Gld Mmbr Archr | Invader |                                       |                |
| , Ironclad Horse                      | Invader |                                       |                |

Gamerlord stood in front of the gate, his impassive gait leading him quickly from one side of the assembly area to the other. He was impatient. It had taken time to assemble the squads to the courtyard. Only the enemies reluctance and stupidity had averted disaster. Fully half the siegers had come from the north. And had no way to cross the river. The fools.

Their archers were trapped on the other side and could not support the horse infantry. Gamerlord grinned, in spite of it all. Until he saw an orc sneaking out of the gate. A bellowed shout brought it to a stop and he quickly siezed the offending orc by the armor, hoisting it aloft and pinning it against the wall.

"An, just where are you going? Did you not hear the call to assemble?"

It was one of Moku's headhunters. Gamerlord barely heard it's plaintive excuses about equipment being located outside the gates.

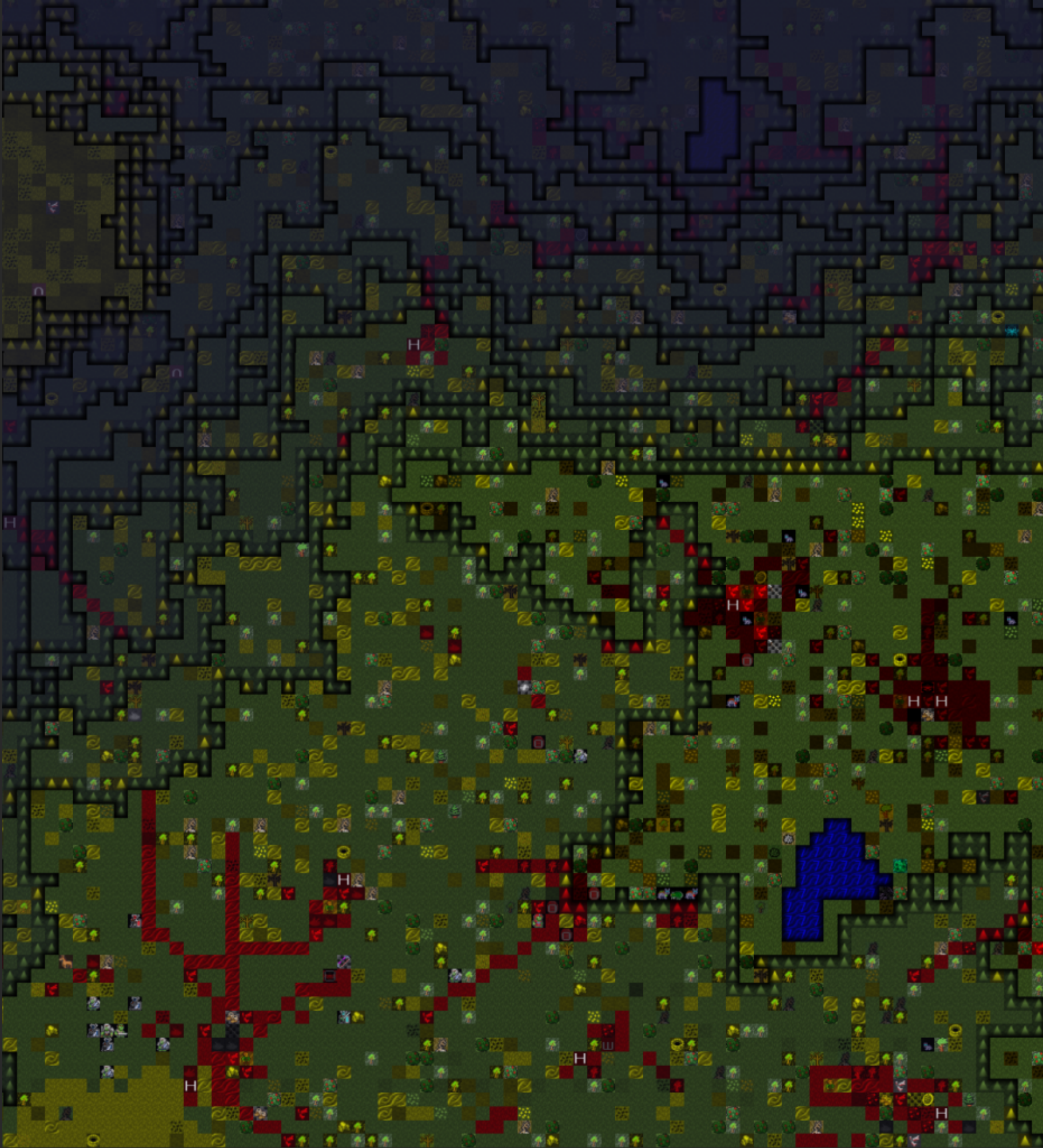
"Well, if you don't have a quiver yet, that's your problem. We march now. To the hill you meatsacks! Let's get us some horse for dinner tonight!"

At the sight of the charging horde the humans nearly broke ranks. Once the orcs themselves fully engaged it was chaos. Gamerlord himself was nearly unstoppable. A rushing filled his ears as he advanced on the first human on horseback. Dodging a spearthrust and pinning the human to the horse with his own weapon he dragged the soldier to the ground. Seconds later he was chasing someone else, horse and rider behind him perforated and immobile in the turf.

The human leader, a nobleman spearmaster was the only one to put up a serious fight. He had nearly speared an orc, one of Gamerlords' own squad through the head, inflicting a terrible wound before he had been driven back by the others. In the end he had been pulled from his horse and then nearly hacked asunder before the wrath of the orcs had been sated.

Spoiler (click to show/hide)





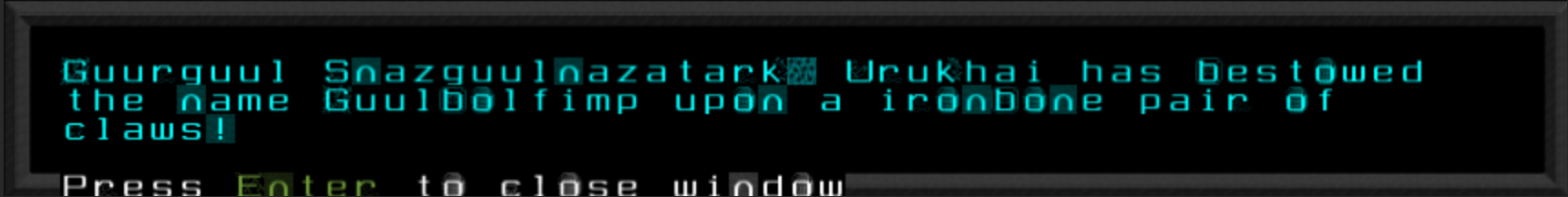
In the end only one orc had died. Some no account in Moku's squad again. Even the orc that had taken a spear to the head had survived, and was one of only three injured. The dead littered the hillside above them and raucous shouts of self-aggrandizement were heard to be shouted from the camp.

It was in these circumstances that the succubi arrived. The heady mix of victory combined with the voluptuous curves of the merchants was nearly more than could be handled by many an orc. But a bristling speaker for the clan ensured no one but he approach the depot. The succubi had not arrived to trade, claiming instead an accident on the way in prevented them from honoring the normal routine. Whispers quickly spread through the camp. Rumors that the succubi were sent to ensnare and weaken them spread quickly. Rumors that the sorcerer covertly encouraged. Spies were simply not welcome. Even attractive ones.

Instead of trade the orcs focused on cleaning up the mess of the siege. Additional crematoriums were built to handle the increased need and the ironbone forges were running non-stop.

Raids were sent out against the humans as punishment for their insolence. An exceptional wolfram handcrafted mace was made, in orcish style in the damascene forge, it was gifted by Gamerlord to F You Immortal-D. An Uruk took a liking to his weapon. And so another season quickly passed.

[Spoiler](#) (click to show/hide)



Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 02, 2015, 10:00:36 pm**

Nicely done so far, it's good to see the Orcs back in business.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Boltgun** on **February 03, 2015, 03:01:17 am**



Oh the joy of preventing carvans from combusting only to see them attacked by their own spiders. They probably left a lot of good in the field. Good job on smashing the humies too.

Nice to see that the human castle brought order back, it's always interesting how different each race is going.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Insanegame27** on **February 03, 2015, 04:56:59 am**

I think it's time we added wasps into the battle

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Boltgun** on **February 03, 2015, 05:06:54 am**

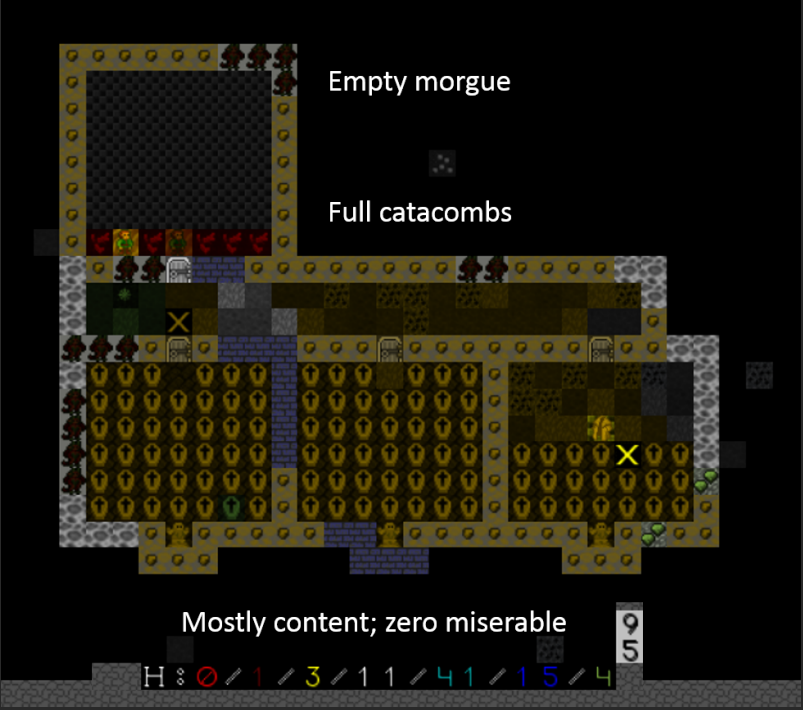
Quote from: Insanegame27 on February 03, 2015, 04:56:59 am  
I think it's time we added wasps into the battle

Try taking one of the dwarves saves, abandoning the fort, then getting the gen seed from the legends mode. You can add the wasps then generate the world again.  
  
I'm recommending dwarf save because they are not in the other ones.

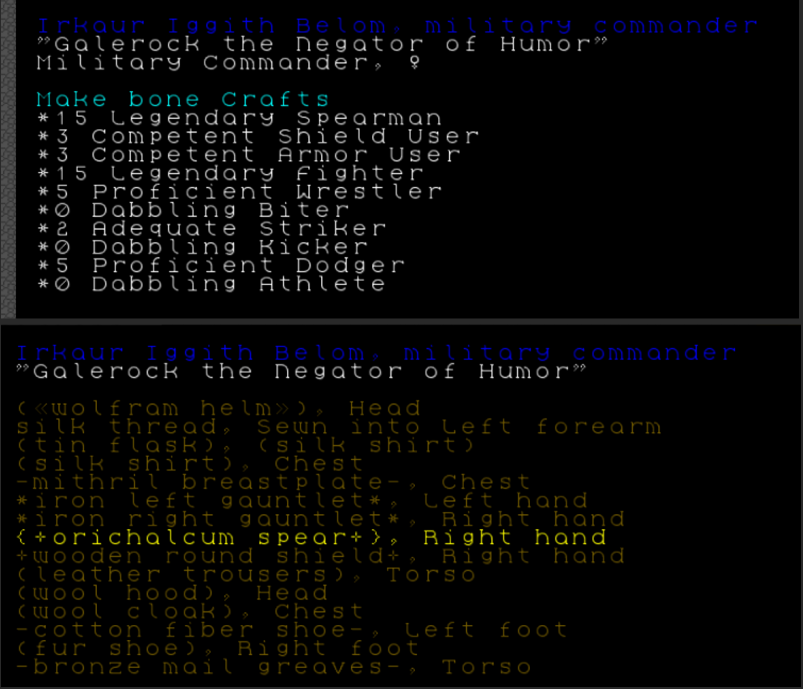
Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 03, 2015, 05:54:11 am**

## Tour of Blockwade, Human Fortress, Granite 1, 37. (End of year 6)

An image of the catacombs around midyear, at the end of the Troubles.  
Spoiler: [catacombs](#) (click to show/hide)



You gotta be pretty tough to make it as the militia commander around here.  
Spoiler: ["Galerock the Negator of Humor"](#) (click to show/hide)



Spoiler: ["Galerock in combat"](#) (click to show/hide)

The military commander springs away and simultaneously slashes The Drow Assasine in the left arm with her <+orichalcum spear>, fracturing the bone and shattering the left shoulder's bone through the (<cotton fiber robe>)!  
An artery has been opened by the attack and a tendon has been torn!  
A ligament in the left shoulder has been torn and a tendon has been torn!  
The <+orichalcum spear> has lodged firmly in the wound!  
The military commander makes a reverse cut and stabs The Drow Assasine in the right forearm with her <+orichalcum spear>, fracturing the bone through the (<cotton fiber robe>)!  
Many nerves have been severed, a ligament has been torn and a tendon has been torn!  
The <+orichalcum spear> has lodged firmly in the wound!  
The military commander stands up.  
The military commander stabs The Drow Assasine in the left forearm with her <+orichalcum spear>, fracturing the bone and shattering the left elbow's bone through the (<cotton fiber robe>)!  
A sensory nerve has been severed, a ligament has been torn and a tendon has been torn!  
A ligament in the left elbow has been torn and a tendon has been torn!  
The military commander makes a reverse cut and stabs The Drow Assasine in the left arm with her <+orichalcum spear> and the severed part sails off in an arc!  
The military commander impales The Drow Assasine in the little toe, left foot with the full force of her <+orichalcum spear>, shattering the nail through the (<cotton fiber robe>)!  
The military commander impales The Drow Assasine in the chest with the full force of her <+orichalcum spear>, tearing the muscle and tearing the right breast's muscle through the (<cotton fiber robe>)!  
An artery has been opened by the attack!  
The military commander stands up.

Not much in the way of new public works this year. Does the Hog Storage Hole count?  
[Spoiler: "Hog Storage Hole"](#) (click to show/hide)

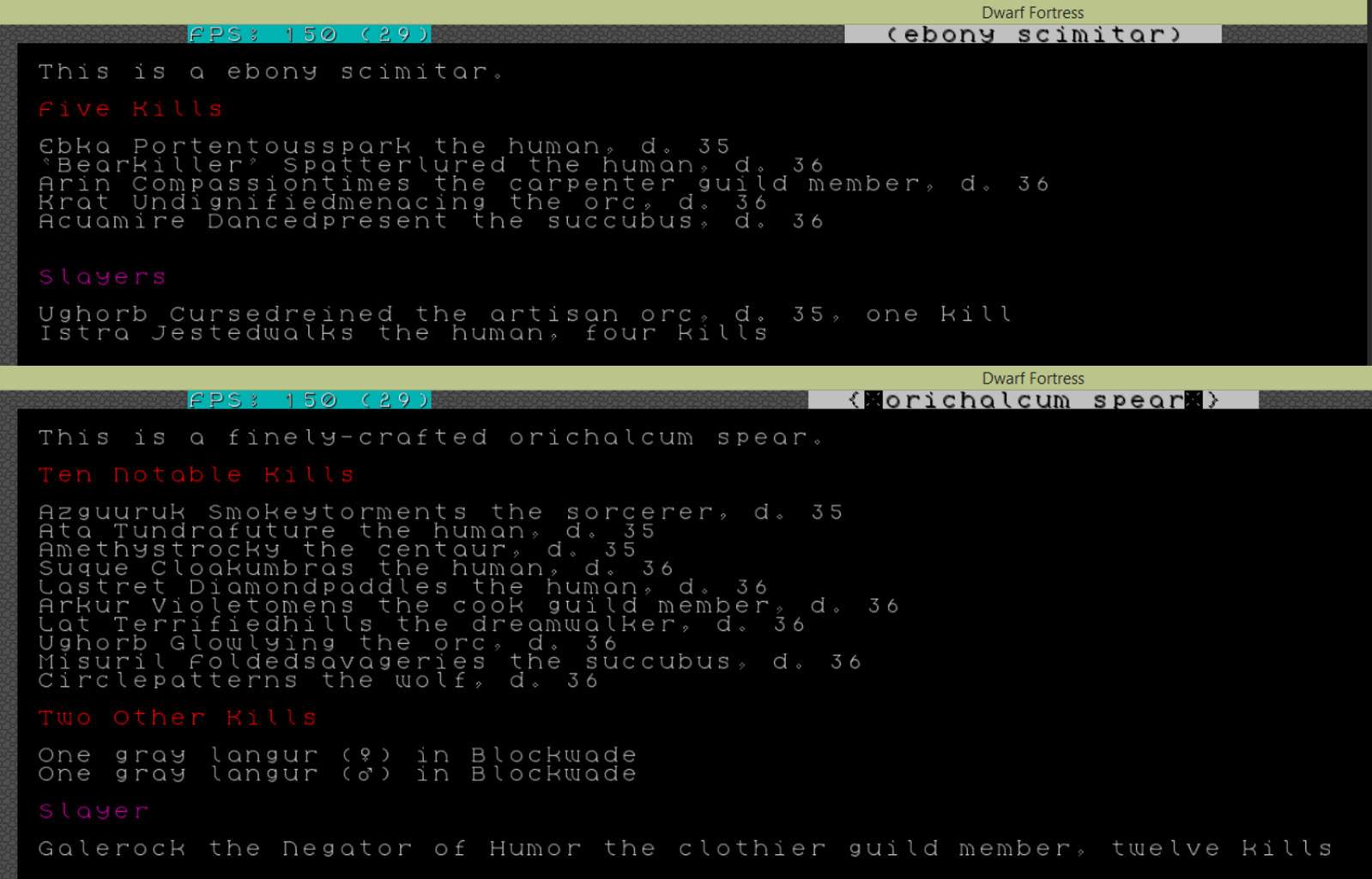


Everything that's not a hog is stored in this other hole.  
[Spoiler: Subbasement](#) (click to show/hide)



The headsmens' grim arsenal.  
[Spoiler: "Arsenal of Blockwade"](#) (click to show/hide)





The complex from above, showing the great rectangular gash of the engineered south canyon. We don't just strike the earth here, we beat it senseless.

Spoiler: [z108](#) (click to show/hide)



Most of the fort is safely under the roof of the massive complex. Workers generally spend time in several levels of the Guild Towers, or the newer Forge complex. Dining halls and the mayor's office are in the highrise Meetinghall Tower.

Spoiler: [z101](#) (click to show/hide)



The marked locations are where battles tend to take place; either in South Canyon near the trade depot, at the Eastgate Square where we ambush invaders with a massive wave of war animals, or occasionally in the Narrow Pass or across the slopes of East Hill.

Spoiler: [z100](#) (click to show/hide)





With such fine artworks depicting the illustrious deeds of Galerock the Negator, the Humans of Blockwade are of course very, very content. Or else.  
Spoiler: "Happy Time" (click to show/hide)



Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Boltgun** on **February 03, 2015, 06:28:37 am**

"Galerock the Negator of Humor"

Badass commander name or badass commander name?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 03, 2015, 01:21:22 pm**

Quote from: Boltgun on February 03, 2015, 06:28:37 am

"Galerock the Negator of Humor"  
Badass commander name or badass commander name?

She shrugged off both a Death & Decay and a Rite of Pain from the dread orcish sorcerer Azguuruk Smokytorments and still ran him through with her spear. The massive jagged scar on her left arm is from a duel with an Uruk blademaster (from who we looted one of the two ebony blades our sword humans carry, if I'm not mistaken).

She likes coffins and nightstalkers.

Spoiler: Her throat bears a massive straight scar. (click to show/hide)

Irkaur Iggith Belom has been happy lately. She had a nice bath recently. She slept in a very good bedroom recently. She took joy in slaughter lately. She dined in a legendary dining room recently. She was caught in the rain recently. She has been satisfied at work lately. She sustained minor injuries recently.  
She is a worshipper of Imec the Spongy Mule and an ardent worshipper of Zostra.  
She is a citizen of The Yawning Union. She is a member of The Barbed Bands. She is an enemy of The Incest of Drips. She is an enemy of The Fed Hug. She is an enemy of The Cursed Cavern. She is the military commander of The Barbed Bands. She arrived at Xugothuro on the 27th of Malachite in the year 32.  
She has the appearance of somebody that is forty-one years old and is one of the first of her kind.  
Her right shoulder blade is rotten. Her sternum is rotten. Her left knee is rotten. Her left shoulder is rotten. Her right collar bone is rotten. Her right knee cap is rotten. Her right wrist is rotten. Her pelvis is rotten. Her left ankle is rotten. Her right ankle is rotten. Her left elbow is rotten. Her left collar bone is rotten. Her right knee is rotten. Her left breast is rotten. Her left wrist is rotten. Her right shoulder is rotten. Her left hip is rotten. Her neck is rotten. Her right elbow is rotten. Her left shoulder blade is rotten. Her back is rotten. Her right hip is rotten. Her right breast is rotten.  
She is incredibly muscular. Her nose bridge is concave. Her nose bears a massive straight scar. Her very long hair is tied in a pony tail. Her ears are splayed out. Her right ear bears a massive straight scar. Her left ear bears a massive straight scar. Her aqua eyes are wide-set. Her head is extremely narrow. Her hair is black with a touch of gray. Her skin is raw umber. Her left forearm bears a massive jagged scar. Her throat bears a massive straight scar. Her left cheek bears a massive straight scar. Her right cheek bears a massive straight scar. Her left eyelid bears a massive straight scar. Her right eyelid bears a massive straight scar. Her eyebrows are somewhat high. Her jaw bears a massive straight scar.  
She is basically unbreakable, unbelievably strong, very agile and very slow to tire.  
Irkaur Iggith Belom likes glue, volcanic, fossil, the color slate, coffins, blue peafowls for their enormous fan tails and nightstalkeraen for their many eyes. When possible, she prefers to consume sterility draught. She absolutely detests small red blood mites.  
She has an unbreakable will, a great kinesthetic sense and a great feel for the surrounding space, but she has little natural inclination toward music.  
She is quick to anger. She does not have a great aesthetic sensitivity. She tends not to openly express emotions. She prefers familiar routines. She doesn't like to compromise with others. She thinks it is incredibly important to strive for excellence. She is occasionally



given to procrastination. She starts to whisper when she is trying to remember something. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time. She doesn't really care about anything anymore.

- Ten Notable Kills
- Azguuruk Smokey torments the sorcerer, d. 35
- Ata Tundra future the human, d. 35
- Amethyst rocky the centaur, d. 35
- Suque Cloakumbras the human, d. 36
- Lastret Diamond paddles the human, d. 36
- Arkur Violet omens the cook guild member, d. 36
- Lat Terrified hills the dreamwalker, d. 36
- Ughorb Glowly the orc, d. 36
- Misuril Folded savageries the succubus, d. 36
- Circle patterns the wolf, d. 36

- Four Other Kills
- One rattlesnake () in Blockwade
- One gray langur () in Blockwade
- One gray langur () in Blockwade
- One xen infector () in Blockwade

Circle patterns is a pretty sweet name for a wolf.

Title: **Re: ☀Battle of the 8 Armies☀ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 03, 2015, 01:32:11 pm**

Mayor Kofi. Not actually one of the first of his kind; he was born 6 months after the dawn of time.  
Spoiler: He prefers to consume swamp whiskey (click to show/hide)

`Kofi the Calm' Ugankaslun has been happy lately. He slept in a good bedroom recently. He gave somebody water lately. He admired own fine Seat lately. He was pleased to have a mandate deadline met lately. He has been satisfied at work lately. He was caught in the rain recently. He had a nice bath recently.  
He is romantically involved with Ica Volcanic thrower. He is a worshipper of Zostra and a worshipper of Luto Treasure fortunes.  
He is a citizen of The Yawning Union. He is a member of The Barbed Bands. He is the mayor of The Barbed Bands. He is the executioner of The Barbed Bands. He is the bureaucrat of The Barbed Bands. He is the broker of The Barbed Bands. He is the former mayor of The Barbed Bands. He arrived at Xugothuro on the 28th of Slate in the year 33.  
He is thirty-six years old, born on the 1st of Limestone in the year 1.  
He isn't tall but has incredible muscles. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is braided. His hair is clean-shaven. His protruding aqua eyes are wide-set. His nose bridge is concave. His ears are splayed out. His skin is raw umber.  
He is mighty and quick to heal, but he is very quick to tire and really susceptible to disease.  
`Kofi the Calm' Ugankaslun likes bone-dry kaolinite, shade silver, soul gem, Off's unknown frozen creature substance, dices, giant desert scorpions for their domination of the desert lands and whip vines for their length. When possible, he prefers to consume black bullhead, swamp whiskey and corpse tongue spawns. He absolutely detests black sand leeches.  
He has a good intellect, willpower, good intuition, a way with words and an ability to read emotions fairly well, but he has poor creativity and next to no natural musical ability.  
He is very quick to anger. He can handle stress. He is very distant and reserved. He tends to avoid crowds. He is not a risk-taker. He is willing to compromise with others. He is disorganized. He strives for excellence. He laughs in a unique way when he's nervous.

\*MERCHANT GUILD\* This man is a member of the high and mighty merchants guild. Controlling the flow of trade goods and money all over the human realm, each wealthy town will soon see the merchants guild arrive. Its members make excellent traders and bookkeepers, as well as ambassadors.

Tekpriest Ethra. She doesn't always eat mastiffs, but when she does, she prefers them to be steelclad.  
Spoiler: She views helping others as an imposition on her time. (click to show/hide)

`Ethra Tekpriest' Zostralipul has been happy lately. She admired a fine Statue lately. She had a truly decadent drink lately. She had a nice bath recently. She slept in a good bedroom recently. She was caught in the rain recently. She has been satisfied at work lately.  
She is a faithful worshipper of Imec the Spongy Mule and a worshipper of Gujeg Sable tunnels.  
She is a citizen of The Yawning Union. She is a member of The Barbed Bands. She is the bureaucrat of The Barbed Bands. She arrived at Xugothuro on the 8th of Slate in the year 35.  
She is twenty-three years old, born on the 6th of Timber in the year 14.  
She is muscular. Her ecru eyes are incredibly close-set. Her nose is sharply hooked. Her nose bridge is concave. Her very short hair is neatly combed. Her head is narrow. Her ears are somewhat splayed out. Her hair is black. Her skin is raw umber.  
She is rarely sick and strong.  
`Ethra Tekpriest' Zostralipul likes (fishing goods), brass, onyx opal, the color azure, knuckle dusters, quivers and giant desert tortoises for their longevity. When possible, she prefers to consume steelclad mastiff and tuber beer. She absolutely detests butterflies.  
She has very good focus and a very good sense of empathy, but she has poor spatial senses and next to no natural musical ability.  
She is candid and sincere in dealings with others. She views helping others as an imposition on her time. She is immodest. She is compassionate. She is confident. She often does the first thing that comes to mind. She interrupts others during conversations when she is exasperated.

\*ENGINEER GUILD\* This woman wants to be a gnome. No really, if she could, he would run away and live in one of their tiny gnome holes. But she can't, so she did the next best thing

'Bigheaded the Cheesy', is getting very rusty at both lying and cheesemaking, but is satisfied nevertheless.  
Spoiler: a casual worshipper of Imec the Spongy Mule. (click to show/hide)

`Bigheaded the Cheesy' Kamcaebe has been happy lately. He had a nice bath recently. He slept in a very good bedroom recently. He dined in a legendary dining room recently. He was caught in the rain recently. He admired a fine Seat lately. He has been satisfied at work lately.  
He is romantically involved with Roarsling. He is a worshipper of Ume the Autumnal Gill and a casual worshipper of Imec the Spongy Mule.  
He is a citizen of The Yawning Union. He is a member of The Barbed Bands. He is the former caravan leader of The Barbed Bands. He arrived at Xugothuro on the 5th of Sandstone in the year 31.  
He has the appearance of somebody that is thirty-eight years old and is one of the first of his kind.  
He is broad yet weak. His eyes are gray. His sideburns are clean-shaven. His very long moustache is neatly combed. His very long beard is braided. His medium-length hair is arranged in double braids. His nose is sharply hooked. His nose bridge is concave. He has very low cheekbones. His somewhat broad tall ears are somewhat splayed out. His skin is raw umber.  
He is agile, but he is susceptible to disease, quick to tire and very weak.  
`Bigheaded the Cheesy' Kamcaebe likes fine light grey brick, silver, soul gem, trousers, coffins, caviar for their adorable call and boreal tubers for their indigo skins. When possible, he prefers to consume bumblebee mead. He absolutely detests larks.  
He has a great deal of patience, a natural ability with music, good creativity and willpower, but he has a meager kinesthetic sense and an iffy memory.  
He is comfortable in social situations. He loves a good thrill. When he's nervous, he sometimes cracks his knuckles. When he's annoyed, he starts to talk slowly.

A medium-sized creature prone to great ambition. The folk of men is a great one. They build mighty cities and roads, fortresses and

castles. Having an intrepid mind they invented firearms and trade muskets or pistols, even handcannons. Be sure to stay on their side, otherwise a guard squadron will be sent to punish you for your crimes against the empire.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Paulus Fahlstrom** on **February 03, 2015, 06:10:47 pm**

### Orcs - Dying of year 4

"Well, sorcerer? What have you to show for your time?"

Gamerlord was in a foul and unpredictable mood and was favoring some new injuries caused by the sudden appearance of a third siege this year. The gnomes had appeared in late winter, coinciding with the arrival of the drow caravan. Unlike the humans the diminutive gnomes had headed straight for the gates and only Gamerlords squad had been ready to meet them there. And the Sacrificial whips, now reduced from 2 stray orcs to one after the battle.

[Spoiler](#) (click to show/hide)



The battle was quick. And bloody. Mostly for the gnomes. But it hadn't been a true fight. Such small creatures could barely be considered sporting.

[Spoiler](#) (click to show/hide)



The second squad of choppas had been below, protecting the workers there, for good reason. A string of attacks had injured several who were too slow or too weak to defend themselves. The second squad had already dispatched a Giant bat, a Giant mole, responsible for killing a woodcutter, four fish men and a wild troll. If nothing else it was good training for them.

Strego stood next to Gamerlord impassively as they stood near the gate. Orcs, uruk and snaga passing by them on both sides, none desiring to step between two of the powers of the warcamp. Finally the sorcerer nodded and beckoned to the warleader.

"Come then, let me show you what has been accomplished. You recall the raiders last year? Infrequent, pitiful and with little to show for themselves."

Strego led him to the workshop where raiders were busy building more boats and gathering weapons. A small pile of valuables lay stacked on one side on a table. The sorcerer showed him several piles of gleaming metal bars, silver, iron, steel. Gamerlord began to smile when the sorcerer opened two small chests and gleaming within were silver and gold coins.

"Best of all..." The sorcerer indicated to the table where a sheet of parchment, skin of some kind, lay stretched. A map had been written on it.

"Where does it lead?"

"We do not know. Yet. But treasure of some kind. We shall see what lies on the far end of that journey next year I do not doubt.

But come, see the rest of the camp now. The pile of junk is now largely gone and in it's place industry. I have walked the dreams of antmen and humans this past year, and now perhaps gnomes as well."

He cocks his head strangely, as if listening to some far off speech.

"We have an excercise yard for your soldiers to train, and a tournament field to practice sport. A proper orcish factory to supply the grunts of your forces and a metalworking industry to support them. You have been busy this year and we have expanded the crematoriums and smelters. We have a small wave of ironbone and sufficient bloodsteel to armor your best, with more coming even as we speak.

Perhaps best of all here is that we have established proper trade with the other clans, setting up the caravanserai. We can now buy and sell, or trade as we see fit. We can ransom prisoners we take on our raids, or put them to work if needed. We now have trade goods and bartering materials and access to far more than we had before. It has been difficult to obtain gold, and silver, and we need more but it will come in time, and the coin will continue to pour in now that we can barter our goods. We can keep raids going year round, perhaps set up a second ship builder as well.

[Spoiler](#) (click to show/hide)





We have housing and food for your forces, soldier and civilian alike. We are training animals for war, and working on weapons of skill and power, such as the wolfram mace you gifted.

[Spoiler](#) (click to show/hide)



Our dead have not been neglected and our glory has begun to be displayed in the memorial hall for our fellows, our children and our children's children to see and remember."

They descended and stepped into a large tomb.

[Spoiler](#) (click to show/hide)





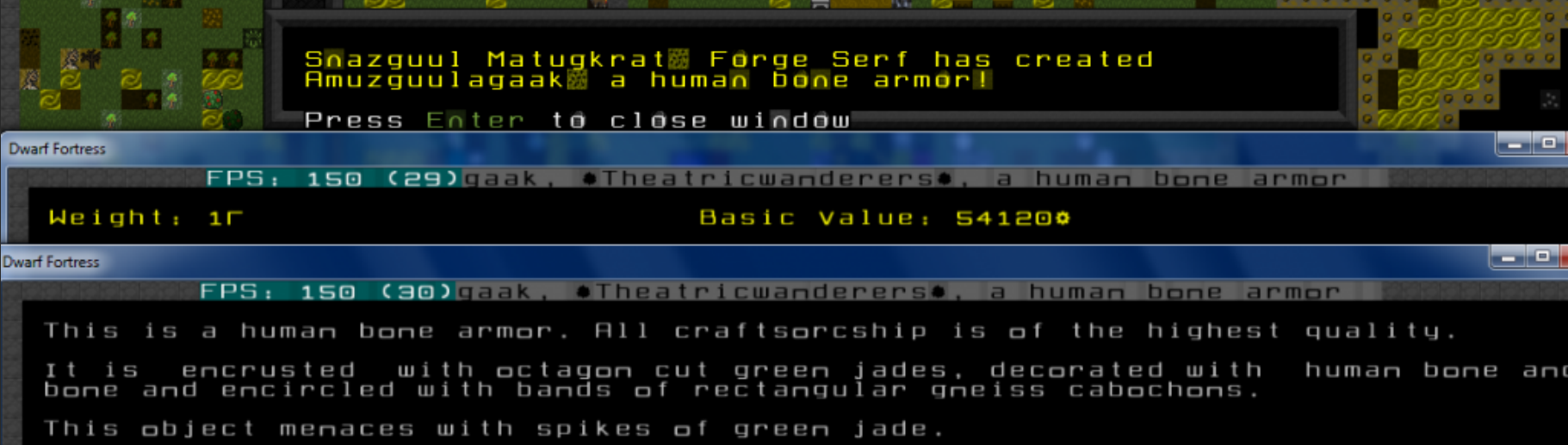
[Spoiler \(click to show/hide\)](#)



"And I have not forgotten my promise to you. Here is your final place of rest, when that time comes, may you lead our clan wisely and with strength.

Regarding the crafts of old, I have seen some good examples, created by our own. The coffin you have seen, but perhaps the armor you have not. It is made from the very bones of our enemies."

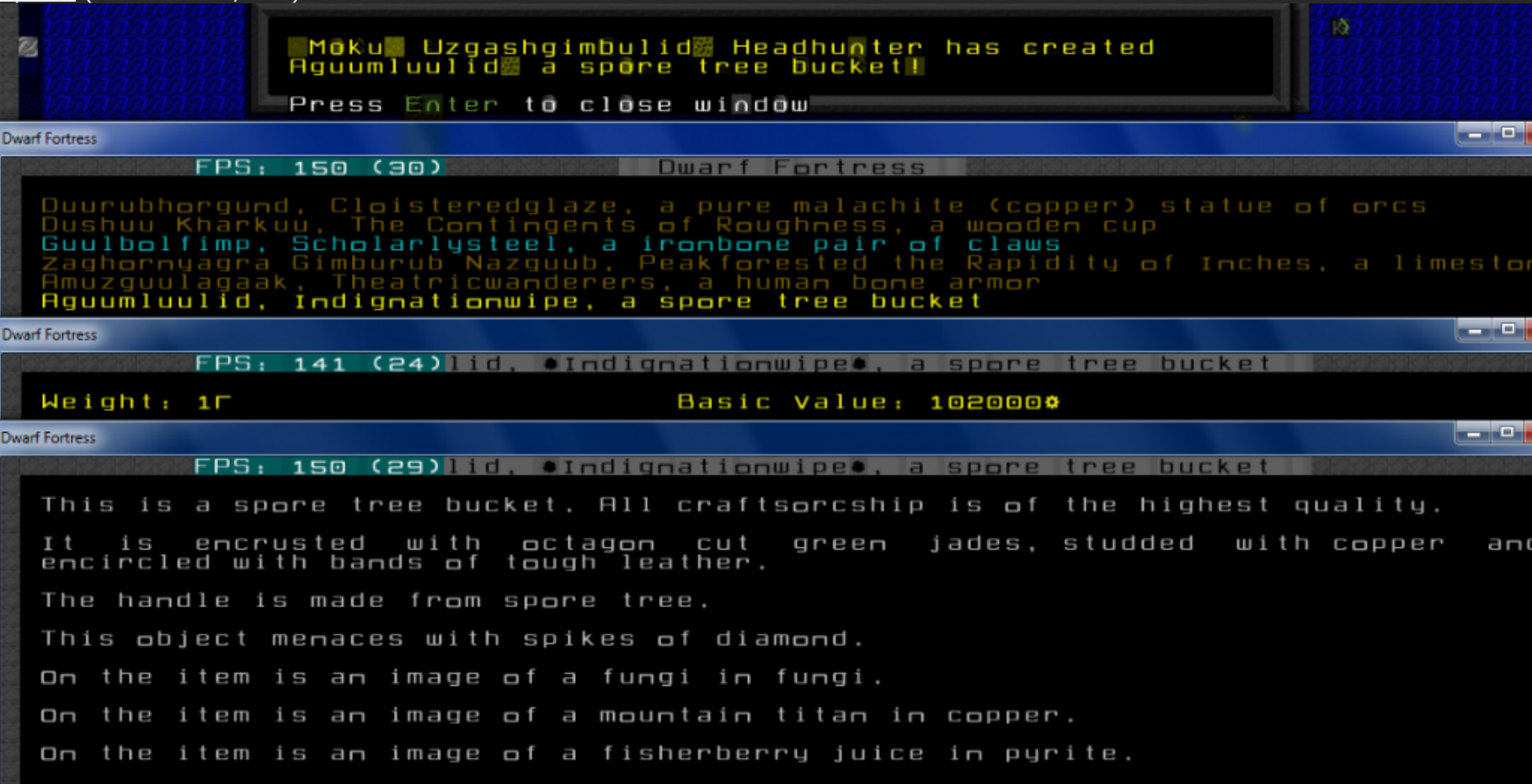
[Spoiler \(click to show/hide\)](#)



As well as a bucket created by Moku himself. Strange, but impressive.



Spoiler (click to show/hide)



Gamerlords calloused hands were caressing the gleaming ivory of the armor. It was an impressive piece of work indeed. He was silent for some time.

"It is well. You may have whatever you need for your further studies. I will appoint another to organize the camp, perhaps, and see if they can improve upon your methods."

Spoiler (click to show/hide)

| Town GaaFPS: 145 (26)Peacedemonic2nd Granite, 34, Early Spring |  |         |  |                 |  |      |  |                 |  |
|----------------------------------------------------------------|--|---------|--|-----------------|--|------|--|-----------------|--|
| AnimalsKitchenStoneStocksHealthJustice                         |  |         |  |                 |  |      |  |                 |  |
|                                                                |  |         |  |                 |  |      |  |                 |  |
| Created Wealth:                                                |  | 896372* |  | Population:     |  | 76   |  |                 |  |
| Weapons:                                                       |  | 36121*  |  | Miners          |  | 6    |  | Axeorcs         |  |
| Armor and Garb:                                                |  | 250515* |  | Woodworkers     |  | 5    |  | Axe Lords       |  |
| Furniture:                                                     |  | 51800*  |  | Stoneworkers    |  | 3    |  | Swordorcs       |  |
| Other Objects:                                                 |  | 229468* |  | Rangers         |  | 2    |  | Swordmasters    |  |
| Architecture:                                                  |  | 90280*  |  | Metalsmiths     |  | 2    |  | Maceorcs        |  |
| Displayed:                                                     |  | 60214*  |  | Jewelers        |  | None |  | Mace Lords      |  |
| Held/Worn:                                                     |  | 177974* |  | Craftsorcs      |  | 16   |  | Hammerorcs      |  |
| Imported Wealth:                                               |  | 137402* |  | Nobles/Admins   |  | 4    |  | Hammer Lords    |  |
| Exported Wealth:                                               |  | 12339*  |  | Peasants        |  | 1    |  | Spearorcs       |  |
| Food Stores:                                                   |  | 1130    |  | orcish Children |  | 4    |  | Spearmasters    |  |
| Meat                                                           |  | 219     |  | Fishery Workers |  | None |  | Snipas          |  |
| Fish                                                           |  | 36      |  | Farmworkers     |  | 16   |  | Elite Crssbmns  |  |
| Plant                                                          |  | 130     |  | Engineers       |  | 2    |  | Wrestlers       |  |
| Seeds                                                          |  | 343     |  | Trained Animals |  | 9    |  | Elite Wrestlers |  |
| Drink                                                          |  | 12      |  | Other Animals   |  | 50   |  | Recruit/Others  |  |
| Other                                                          |  | 390     |  |                 |  |      |  |                 |  |

(Year 3 is complete. Save is here:

<http://dff.d.bay12games.com/file.php?id=10540> (<http://dff.d.bay12games.com/file.php?id=10540>)

I enjoyed the orcs, but it took me a while to get used to all the new buildings. There are more to make that I was working on getting required materials for. Took me forever to get the caravanserai up since we did not have easy access to gold or silver.)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Gamerlord** on **February 04, 2015, 01:33:40 am**

Gotta say I'm impressed Paulus. I'm impressed. One problem though; the guy you called 'Moku', that's more of a family name than a first name. I nickname all my snaga archers Moku. It's easier to find them that way.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Taupe** on **February 04, 2015, 01:41:57 am**

Quote  
'Bigheaded the Cheesy', is getting very rusty at both lying and cheesemaking, but is satisfied nevertheless.  
Obviously the dude never knew anything about cheese-making. He just pretended to. His shortcomings are only becoming apparent now that his lying skills are dwindling.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Paulus Fahlstrom** on **February 04, 2015, 11:13:01 am**

Good to know Gamerlord. I was wondering why there were two Moku in the ranged unit. Granted, I was also wondering several other things when I started. Like, why is there a guy called specifically F You Immortal-D. Or two separate stockpiles that accepted almost everything. I suppose I never did check to see if the front gate actually closed. Heh.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Boltgun** on **February 04, 2015, 12:16:12 pm**

Quote from: [smakemupagus](#) on February 03, 2015, 01:21:22 pm  
She likes coffins and nightstalkers.  
Spoiler: [Her throat bears a massive straight scar.](#) (click to show/hide)  
Irkaur Igghith Belom has been happy lately. She had a nice bath recently. She slept in a very good bedroom recently. She took joy in slaughter lately. She dined in a legendary dining room recently. She was caught in the rain recently. She has been satisfied at work lately. She sustained minor injuries recently. She is a worshipper of Imec the Spongy Mule and an ardent worshipper of Zostra. She is a citizen of The Yawning Union. She is a member of The Barbed Bands. She is an enemy of The Incest of Drips. She is an enemy of The Fed Hug. She is an enemy of The Cursed Cavern. She is the military commander of The Barbed Bands. She arrived at Xugothuro on the 27th of Malachite in the year 32. She has the appearance of somebody that is forty-one years old and is one of the first of her kind. Her right shoulder blade is rotten. Her sternum is rotten. Her left knee is rotten. Her left shoulder is rotten. Her right collar bone is rotten. Her right knee cap is rotten. Her

right wrist is rotten. Her pelvis is rotten. Her left ankle is rotten. Her right ankle is rotten. Her left collar bone is rotten. Her right knee is rotten. Her left breast is rotten. Her left wrist is rotten. Her right shoulder is rotten. Her left hip is rotten. Her neck is rotten. Her right elbow is rotten. Her left shoulder blade is rotten. Her back is rotten. Her right hip is rotten. Her right breast is rotten.

She is incredibly muscular. Her nose bridge is concave. Her nose bears a massive straight scar. Her very long hair is tied in a pony tail. Her ears are splayed out. Her right ear bears a massive straight scar. Her left ear bears a massive straight scar. Her aqua eyes are wide-set. Her head is extremely narrow. Her hair is black with a touch of gray. Her skin is raw umber. Her left forearm bears a massive jagged scar. Her throat bears a massive straight scar. Her left cheek bears a massive straight scar. Her right cheek bears a massive straight scar. Her left eyelid bears a massive straight scar. Her right eyelid bears a massive straight scar. Her eyebrows are somewhat high. Her jaw bears a massive straight scar.

She is basically unbreakable, unbelievably strong, very agile and very slow to tire.

Irkaur Iggiith Belom likes glue, volcanic, fossil, the color slate, coffins, blue peafowls for their enormous fan tails and nightstalkeraen for their many eyes. When possible, she prefers to consume sterility draught. She absolutely detests small red blood mites.

She has an unbreakable will, a great kinesthetic sense and a great feel for the surrounding space, but she has little natural inclination toward music.

She is quick to anger. She does not have a great aesthetic sensitivity. She tends not to openly express emotions. She prefers familiar routines. She doesn't like to compromise with others. She thinks it is incredibly important to strive for excellence. She is occasionally given to procrastination. She starts to whisper when she is trying to remember something. She needs alcohol to get through the working day. She does not mind being outdoors, at least for a time. She doesn't really care about anything anymore.

Ten Notable Kills

Azguuruk Smokeytorments the sorcerer, d. 35

Ata Tundrafuture the human, d. 35

Amethystrocky the centaur, d. 35

Suque Cloakumbras the human, d. 36

Lastret Diamondpaddles the human, d. 36

Arkur Violetomens the cook guild member, d. 36

Lat Terrifiedhills the dreamwalker, d. 36

Ughorb Glowlying the orc, d. 36

Misuril Foldedsavageries the succubus, d. 36

Circlepatterns the wolf, d. 36

Four Other Kills

One rattlesnake () in Blockwade

One gray langur () in Blockwade

One gray langur () in Blockwade

One xen infector () in Blockwade

Circlepatterns is a pretty sweet name for a wolf.

She also likes glue and sterility draughts. ???

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 04, 2015, 02:04:30 pm**

- Okay, so I'm interested in this. But there's a few things you should know.
1. I don't have any idea what Masterwork DF is. I've never touched it before, all I know about it is that it apparently adds several new races and buildings?
  2. I don't know what the status is on all of the races, since apparently the original post isn't up to date.
  3. What is this marvelous clusterfuck? And yet, I want to join. Perhaps this is the spirit of a true DF player.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Boltgun** on **February 04, 2015, 02:48:37 pm**

- Quote from: PyroTechno on February 04, 2015, 02:04:30 pm
- Okay, so I'm interested in this. But there's a few things you should know.

  1. I don't have any idea what Masterwork DF is. I've never touched it before, all I know about it is that it apparently adds several new races and buildings?
  2. I don't know what the status is on all of the races, since apparently the original post isn't up to date.
  3. What is this marvelous clusterfuck? And yet, I want to join. Perhaps this is the spirit of a true DF player.
1. Races, buildings, hfs and creatures some races gameplay is completely changed too.
  2. So far, Orcs and kobold are now at the level of other races, humans are far ahead to year 6. Others are free to pick.
  3. Just download masterwork df, load up a race's save and tell how great of a trainwreck it goes for you (can't be worse then gnome year 1 :P).

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **February 04, 2015, 02:56:34 pm**

- Quote from: PyroTechno on February 04, 2015, 02:04:30 pm
- Okay, so I'm interested in this. But there's a few things you should know.

  1. I don't have any idea what Masterwork DF is. I've never touched it before, all I know about it is that it apparently adds several new races and buildings?
  2. I don't know what the status is on all of the races, since apparently the original post isn't up to date.
  3. What is this marvelous clusterfuck? And yet, I want to join. Perhaps this is the spirit of a true DF player.
1. Masterwork is a big mod, yes, but if you want to join and play, you "only" have to figure out how to play one race. ;) It adds lots and lots of stuff, but if you can play vanilla, then you can play it too. All the new stuff is pretty much optional. Which race are you interested in?
  2. I'll update it later. It's hard for me to keep up with 8 forts at the same time, because I have irregular internet access at the moment.
  3. It's a perfectly reasonable clusterfuck.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 04, 2015, 05:34:58 pm**

EDIT: Nevermind.

Downloading Warlock save now. This should be good.

EDIT2: Okay. So, whenever I try to run the program, it crashes. Something about a GUI error. Do you have any idea how to fix this?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Immortal-D** on **February 04, 2015, 07:20:49 pm**

Quote from: Paulus Fahlstrom on February 04, 2015, 11:13:01 am

Like, why is there a guy called specifically F You Immortal-D.

Bwahaha, that is fantastic. I must have a screenshot of my Orc.



Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Gamerlord** on **February 04, 2015, 08:10:51 pm**

Quote from: Paulus Fahlstrom on February 04, 2015, 11:13:01 am

Good to know Gamerlord. I was wondering why there were two Moku in the ranged unit. Granted, I was also wondering several other things when I started. Like, why is there a guy called specifically F You Immortal-D. Or two separate stockpiles that accepted almost everything. I suppose I never did check to see if the front gate actually closed. Heh.

The guy named F You Immortal-D happened because Immortal-D did that thing with the stockpiles. And set them to accept BLOCKS AND STONES. With EVERYTHING being moved around in wheelbarrows. I was pulling my hair out by that point.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **February 05, 2015, 05:27:18 am**

Quote from: PyroTechno on February 04, 2015, 05:34:58 pm

EDIT: Nevermind.

Downloading Warlock save now. This should be good.

EDIT2: Okay. So, whenever I try to run the program, it crashes. Something about a GUI error. Do you have any idea how to fix this?

You dont need the GUI at all, the save is already done. But it sounds like you would need to update your .NET-Framework.

Warlocks are one of the most complicated races, very different from dwarves. Have a look at their manual first, and good luck. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 05, 2015, 01:12:45 pm**

Quote from: Meph on February 05, 2015, 05:27:18 am

Quote from: PyroTechno on February 04, 2015, 05:34:58 pm

EDIT: Nevermind.

Downloading Warlock save now. This should be good.

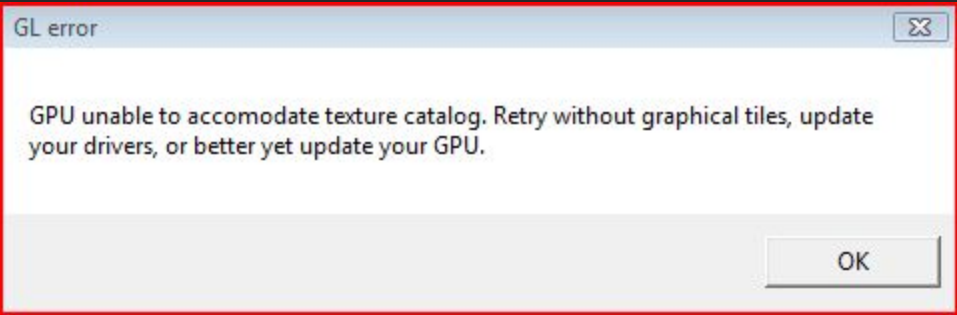
EDIT2: Okay. So, whenever I try to run the program, it crashes. Something about a GUI error. Do you have any idea how to fix this?

You dont need the GUI at all, the save is already done. But it sounds like you would need to update your .NET-Framework.

Warlocks are one of the most complicated races, very different from dwarves. Have a look at their manual first, and good luck. :)

I already have version 4.5. I don't think that's it.

EDIT: Okay, let me go ahead and clarify the problem. I get into the main menu, I go to load it up, and Dwarf Fortress crashes.



EDIT2: Oh shit, I think this means my graphics card can't take it. What the fuck? It can handle DF2014 just fine, and this is a mod for 2012!

EDIT3: Welp. I don't think I'm going to be able to play this. :(

And it looks so interesting too...

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 05, 2015, 01:52:31 pm**

Oh. Yeah, that's very different from a GUI error.

Did vanilla DF2012 work for you? There was a known issue there  
<http://www.bay12games.com/dwarves/mantisbt/view.php?id=1911>

although many people were able to fix by updating their drivers, did you try that?

One possibility is that your GPU is not compatable with Masterwork's default Print Mode: Standard, in which case you can try disabling both Rendermax and TWBT Plugin Itemgraphics and then changing the Print Mode. Just brainstorming though. Do you normally play vanilla in ASCII or with graphics?

(Maybe take tech support questions to the Masterwork forums, though)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 05, 2015, 01:58:35 pm**

Quote from: smakemupagus on February 05, 2015, 01:52:31 pm

Oh. Yeah, that's very different from a GUI error.

Did vanilla DF2012 work for you? There was a known issue there  
<http://www.bay12games.com/dwarves/mantisbt/view.php?id=1911>

although many people were able to fix by updating their drivers, did you try that?

One possibility is that your GPU is not compatable with Masterwork's default Print Mode: Standard, in which case you can try disabling both Rendermax and TWBT Plugin Itemgraphics and then changing the Print Mode. Just brainstorming though. Do you normally play vanilla in ASCII or with graphics?

(Maybe take tech support questions to the Masterwork forums, though)

Vanilla worked fine, I suppose. There are crashes and the like, of course, but I understand those occur on the best of machines, and this POS Dell definitely isn't that. No, I haven't tried updating drivers yet. I also haven't tried messing with the options like that, although I definitely could try that. I play vanilla with the Phoebus texture pack.

(I'll try your suggestions, and if those don't work, I'll take it to the Masterwork forums.)

EDIT: Okay, so changed Print Mode to 2D, and it worked! Hooray!

Okay, now what the fuck am I doing here? \*Consults manual\*

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 05, 2015, 02:59:03 pm**

Alright, I have BIG PLANS now.

But first... how the hell do you make hourglasses?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 05, 2015, 03:03:27 pm**

craftsman

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 05, 2015, 03:32:30 pm**

[Quote from: smakemupagus on February 05, 2015, 03:03:27 pm](#)

craftsman

I can't find it anywhere.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 05, 2015, 03:46:49 pm**

Either "[NAME:Craft rock hourglass]" which makes hourglass specifically, or just make crafts.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **LMeire** on **February 05, 2015, 03:58:04 pm**

[Quote from: PyroTechno on February 05, 2015, 03:32:30 pm](#)

[Quote from: smakemupagus on February 05, 2015, 03:03:27 pm](#)

craftsman

I can't find it anywhere.

It's a little down the list in the vanilla crafts(man/dwarf/bold/gnome/whatever) workshop.

The one that looks like this:

XXO  
OXX  
OOX

Note that you can only specify hourglasses only with stonecrafts; so if you run out of stone, you'll have to make bone/wood/metal/glass hourglasses with the generic "make crafts" reactions- since hourglasses are just renamed earrings.

EDIT: Ninja'd

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 06, 2015, 08:18:00 am**

Warlock Year 5 (I think it's 5, anyway) in progress. Also, this miserable "tower" is populated entirely by dumbasses. :(

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **February 06, 2015, 11:03:37 am**

Updated the first post with links to all story posts. :)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 06, 2015, 11:06:37 am**

[Quote from: Meph on February 06, 2015, 11:03:37 am](#)

Updated the first post with links to all story posts. :)

I think you missed a couple...

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 06, 2015, 11:40:44 am**

Thanks for updating!! Here are the links to Year 5 Humans that were missing from your list.  
Year 5 Spring (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5978381#msg5978381>)  
Year 5 Summer (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5978640#msg5978640>)  
First Contact (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5980063#msg5980063>)  
Year 5 Autumn & Winter (save) (<http://www.bay12forums.com/smf/index.php?topic=146594.msg5980324#msg5980324>)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **February 06, 2015, 12:40:05 pm**

Oh yeah, I was confused why that was year 6 already. I thought the fortress had some bad times, and you took up their year 5 save instead of scrapping it. They way I understood it, you replayed the year, but I guess I was wrong. ^^

I think I have to check for Jakobs Dwarf posts too, there might have been some I missed. The rest should be clear.

EDIT: Thanks smake, added those to the frontpage. I'll be offline again soon, nighttrain to Moscow. Lots of not-cycling here in Russia. :D

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 06, 2015, 01:15:28 pm**

How do you do colored text?



Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **February 06, 2015, 01:23:00 pm**

Code: [Select]

[color=teal][/color]

Its next to all the other options, like formatting, font face, font size... last one is "change color"

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 06, 2015, 01:24:46 pm**

Quote from: Meph on February 06, 2015, 01:23:00 pm

Code: [Select]

[color=teal][/color]

Its next to all the other options, like formatting, font face, font size... last one is "change color"

Sometimes I don't see obvious things like that. It's a condition I have called "being human". Thank you for your help.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 06, 2015, 01:56:42 pm**

Quote from: Meph on February 06, 2015, 12:40:05 pm

They way I understood it, you replayed the year, but I guess I was wrong. ^^

Nope I picked it up right from "I don't even think it's salvageable anymore, but if anyone wants to try to save it or reclaim it be my guest." :D

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 06, 2015, 02:37:47 pm**

WARLOCK Late Winter of 34

14th Obsidian, 34

So, here I am. A once-free spirit now shanghaied into ordering these dicks around for a whole year. Apparently the last Overseer-equivalent in this miserable "tower" went back to meditating or whatever the fuck, so they magicked up a new one.

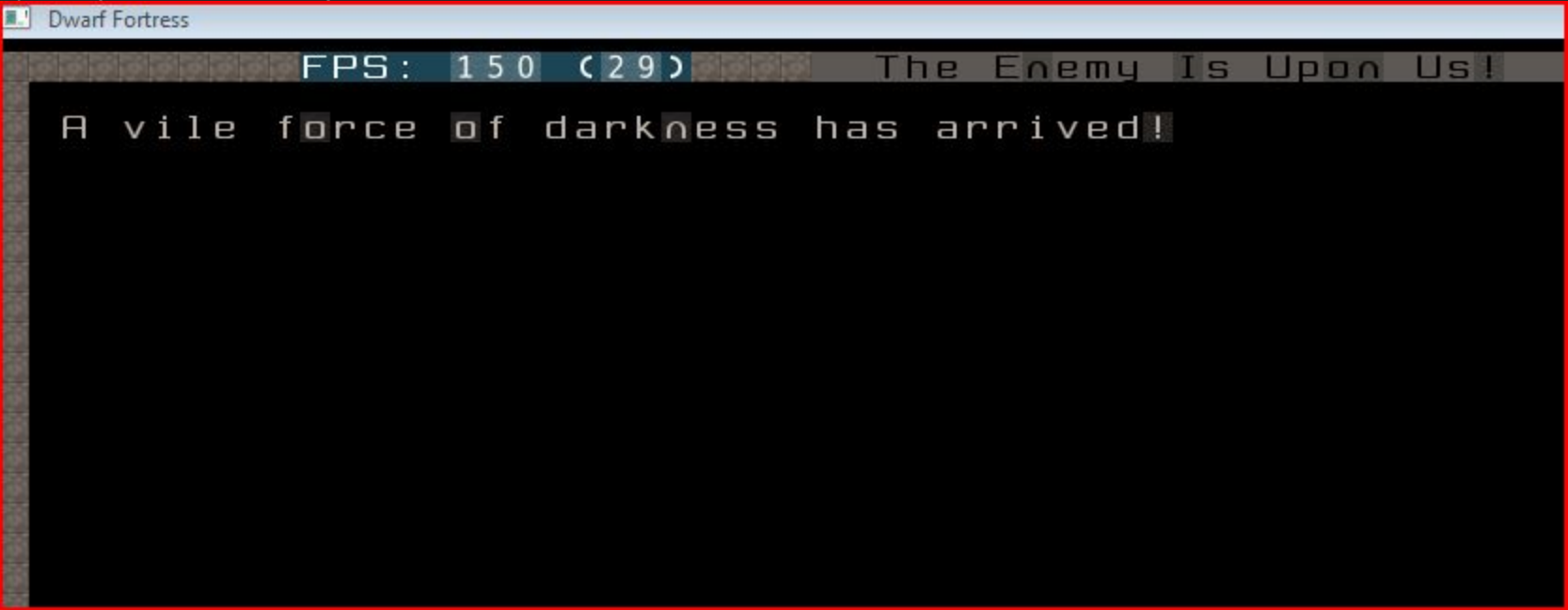
I have no idea where anything is. I have no idea what anything does. These guys are completely fucked.

Also, apparently my kind is basically money to them. So, isn't that just fantastic?

15th Obsidian, 34

I can't even find the Craftsman's Workshop anywhere, so I ordered one built. My first use of power. Hooray?

[Spoiler](#) (click to show/hide)



... Oh, come on, I just fucking got here. Who the hell is it anyway?

[Spoiler](#) (click to show/hide)



Gnomes? What did we do to piss them off - oh, wait, we're evil aren't we?

Okay, let's see, who looks the most badass here?

Hmm. This "Overlord" guy looks good.

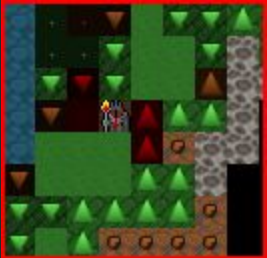
17th Obsidian, 34

What do you mean, "you can't get to him"!?!? He's right there!

Right. Fuck you, Overlord, time to call in the other guys.

"ALRIGHT, EVERYONE, THERE ARE GNOMES EVERYWHERE, SOMEONE KILL THESE WHILE THE OVERLORD BRAVELY CAMPS OUT ON TOP OF THE MOUNTAIN INSTEAD OF DOING HIS JOB!!!"

[Spoiler](#) (click to show/hide)



Fuck you, little man, fuck you.

Spoiler (click to show/hide)



Pictured: A single dude approaches the dozen or so gnome soldiers while everyone else bravely runs away instead of pulling the lever for the bridge like they're supposed to.

18th Obsidian, 34

Spoiler: [Combat Log](#) (click to show/hide)



Page 1/4FPS: 150 (28)Dwarf Fortress18th Obsidian34

→The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord makes a reverse cut and stabs The Gnome Axegnome in the left thigh with his -bone pick- tearing apart the muscle and bruising the bone through the ({small cotton fiber cloak})!  
An artery has been opened by the attack a motor nerve has been severed and a tendon has been torn!  
The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord slashes The Gnome Axegnome in the torso with the reverse edge of his -bone pick- tearing the muscle and bruising the stomach through the ({small cotton fiber cloak})!  
An artery has been opened by the attack!  
The crypt lord impales The Gnome Axegnome in the left arm with his -bone pick- tearing apart the muscle through the ({small cotton fiber cloak})!  
A motor nerve has been severed!  
The -bone pick- has lodged firmly in the wound!  
The flying ({bronze bolt}) strikes The crypt lord in the left hand from behind fracturing it!  
The ({bronze bolt}) has lodged firmly in the wound!  
The flying ({bronze bolt}) strikes The crypt lord in the right lower leg fracturing it through the rare silk robe!  
The ({bronze bolt}) has lodged firmly in the wound!  
The crypt lord falls over  
The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord sidesteps and slashes The Gnome Axegnome in the right arm with the forward edge of his -bone pick- tearing apart the muscle through the ({small cotton fiber cloak})!  
A sensory nerve has been severed!  
The -bone pick- has lodged firmly in the wound!  
The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord sidesteps quickly and slashes The Gnome Axegnome in the right shin with his -bone pick- tearing apart the muscle through the ({small cotton fiber robe})!  
An artery has been opened by the attack!  
The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord sidesteps and slashes The Gnome Axegnome in the left forearm with the reverse edge of his -bone pick- tearing apart the

s: Search  
z: Zoom to location

Announcement Date: 17th Obsidian34

Page 2/4FPS: 150 (26)Dwarf Fortress18th Obsidian34

→muscle and bruising the bone through the ({small cotton fiber cloak})!  
A sensory nerve has been severed a ligament has been torn and a tendon has been torn!  
The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord strikes at The Gnome Axegnome but the shot is parried!  
The Gnome Axegnome hacks The crypt lord in the left lower leg with her ({iron hatchet}) fracturing it through the rare silk robe!  
The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord impales The Gnome Axegnome in the torso with his -bone pick- and the severed part sails off in an arc!  
The Gnome Axegnome hacks The crypt lord in the skull from the side with her ({rose gold hatchet}) fracturing it through the rare silk hood!  
The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord runs through The Gnome Axegnome in the left shin with the tip of his -bone pick- tearing apart the muscle through the ({small cotton fiber robe})!  
An artery has been opened by the attack and a motor nerve has been severed!  
The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord strikes The Gnome Axegnome in the chest with his -bone pick- tearing the muscle and denting the right mid true ribs through the ({small cotton fiber cloak})!  
The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord slashes The Gnome Axegnome in the right thigh with the reverse edge of his -bone pick- tearing apart the muscle and bruising the bone through the ({small cotton fiber cloak})!  
An artery has been opened by the attack a sensory nerve has been severed and a tendon has been torn!  
The crypt lord bats The flying ({bronze bolt}) out of the air!  
The Gnome Axegnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord impales The Gnome Axegnome in the right shin with his -bone pick- tearing apart the muscle and bruising the bone through the ({small cotton fiber robe})!  
An artery has been opened by the attack a ligament has been torn and a tendon has been torn!

s: Search  
z: Zoom to location

Announcement Date: 17th Obsidian34



Page 3/4FPS: 150 (29)Dwarf Fortress18th Obsidian34

→The Gnome Axe gnome strikes at The crypt lord but the shot is parried!x2

The crypt lord counterstrikes!  
The crypt lord strikes The Gnome Axe gnome in the left forearm with his -bone pick- tearing apart the muscle and bruising the bone through the (small cotton fiber cloak))!  
An artery has been opened by the attack many nerves have been severed a ligament has been torn and a tendon has been torn!  
The Gnome Axe gnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord springs away and simultaneously slashes The Gnome Axe gnome in the right foot with his -bone pick- tearing apart the muscle and bruising the bone through the (small cotton fiber shoe))!  
A ligament has been torn and a tendon has been torn!  
The Gnome Axe gnome punches The crypt lord in the right upper arm from behind with his left hand but the attack glances away!  
The Gnome Axe gnome strikes at The crypt lord but the shot is parried!  
The Gnome Axe gnome hacks The crypt lord in the upper spine from behind with his (iron hatchet)) fracturing it through the rare silk robe!  
The Gnome Axe gnome punches The crypt lord in the skull from behind with his right hand but the attack glances away!  
The Gnome Axe gnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord springs away and simultaneously slashes The Gnome Axe gnome in the left shin with his -bone pick- tearing apart the muscle and bruising the bone through the (small cotton fiber robe))!  
A motor nerve has been severed a ligament has been torn and a tendon has been torn!  
The Gnome Axe gnome hacks The crypt lord in the right upper leg from behind with his (bismuth bronze hatchet)) fracturing it through the rare silk robe!  
The war Bobcat bites The crypt lord in the right lower arm from the side but the attack glances away!  
The Gnome Axe gnome hacks The crypt lord in the lower spine from behind with his (gold hatchet)) but the attack is deflected by The crypt lord's rare silk robe!  
The flying (bronze bolt)) strikes The crypt lord in the right lower leg from the side fracturing it through the rare silk robe!  
The Gnome Axe gnome strikes at The crypt lord but the shot is parried!x3

The crypt lord counterstrikes!  
The crypt lord runs through The Gnome Axe gnome in the left foot with the tip of his -bone pick- tearing apart the fat through the (small cotton

s: Search  
z: Zoom to location

Announcement Date: 17th Obsidian34

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→fiber shoe))!

The Gnome Axe gnome strikes at The crypt lord but the shot is parried!

The crypt lord counterstrikes!  
The crypt lord slashes The Gnome Axe gnome in the right foot with the reverse edge of his -bone pick- tearing apart the muscle and bruising the bone through the (small cotton fiber shoe))!  
An artery has been opened by the attack a sensory nerve has been severed a ligament has been torn and a tendon has been torn!  
The war Bobcat bites The crypt lord in the left upper arm from the side but the attack glances away!  
The Gnome Axe gnome strikes at The crypt lord but the shot is parried!  
The crypt lord counterstrikes!  
The crypt lord springs away and simultaneously slashes The Gnome Axe gnome in the left thigh with his -bone pick- tearing apart the muscle and bruising the bone through the (small cotton fiber cloak))!  
An artery has been opened by the attack a motor nerve has been severed and a tendon has been torn!  
The crypt lord sidesteps and slashes The Gnome Axe gnome in the left forearm with the forward edge of his -bone pick- tearing apart the muscle through the (small cotton fiber cloak))!  
A motor nerve has been severed!  
The crypt lord loses hold of the rare silk shoe!  
The Gnome Axe gnome hacks The crypt lord in the left foot from behind with his (bronze hatchet)) and the severed part sails off in an arc!  
The war Bobcat scratches The crypt lord in the right upper arm from the side but the attack glances away!  
The war Bobcat bites The crypt lord in the right upper arm from the side but the attack glances away!  
The war Bobcat scratches The crypt lord in the lower spine from the side but the attack glances away!  
The war Bobcat scratches The crypt lord in the right upper leg from the side but the attack glances away!  
The war Bobcat scratches The crypt lord in the left hand from the side but the attack glances away!

s: Search  
z: Zoom to location

Announcement Date: 18th Obsidian34

The Crypt Lord rips into the gnomes, but then their war bobcat rips his shoe off and starts savaging him. Hopefully this is buying time for all of the military people to get up to the surface through the convoluted stair network (seriously, didn't the last guy hear about central planning?)

And then, a vaguely competent person saves the day!

[Spoiler](#) (click to show/hide)



At literally the last second, the bridge raises, blocking the gnomes from entering the "tower".

At this point the battle begins to turn in our favor. The Crypt Lord slices the bobcat in the ribs, gets up, and goes for the nearest gnome.



The Lady of Bones becomes a whirlwind of death with that whip of hers, and the Overlord apparently fucked off so hard that he whipped back around and actually started killing things.

[Spoiler](#) (click to show/hide)



Only one gnome escapes to tell the tale. The rest are slaughtered.

Aren't I supposed to butcher these or something? Where the hell is that workshop?

...

Oh, THAT'S where the Craftsman's Workshops are... Well, now there's a new one on the surface, assuming someone actually did something I asked without cancelling at least twice.

Also... why do we have two center libraries?

20th Obsidian, 34

Okay, now that that's over, it's time to begin some new construction on the tower. I was thinking of maybe putting Graveyards on the actual tower instead of outside of it. If I give them enough souls, they won't need me.

With that in mind, I also ordered the construction of some new hourglasses down in the Craftsman's workshop. Or at least, I think that's what I ordered. Maybe I should check back on that...

22nd Obsidian, 34

Yeah, no, that wasn't what I had in mind at all.

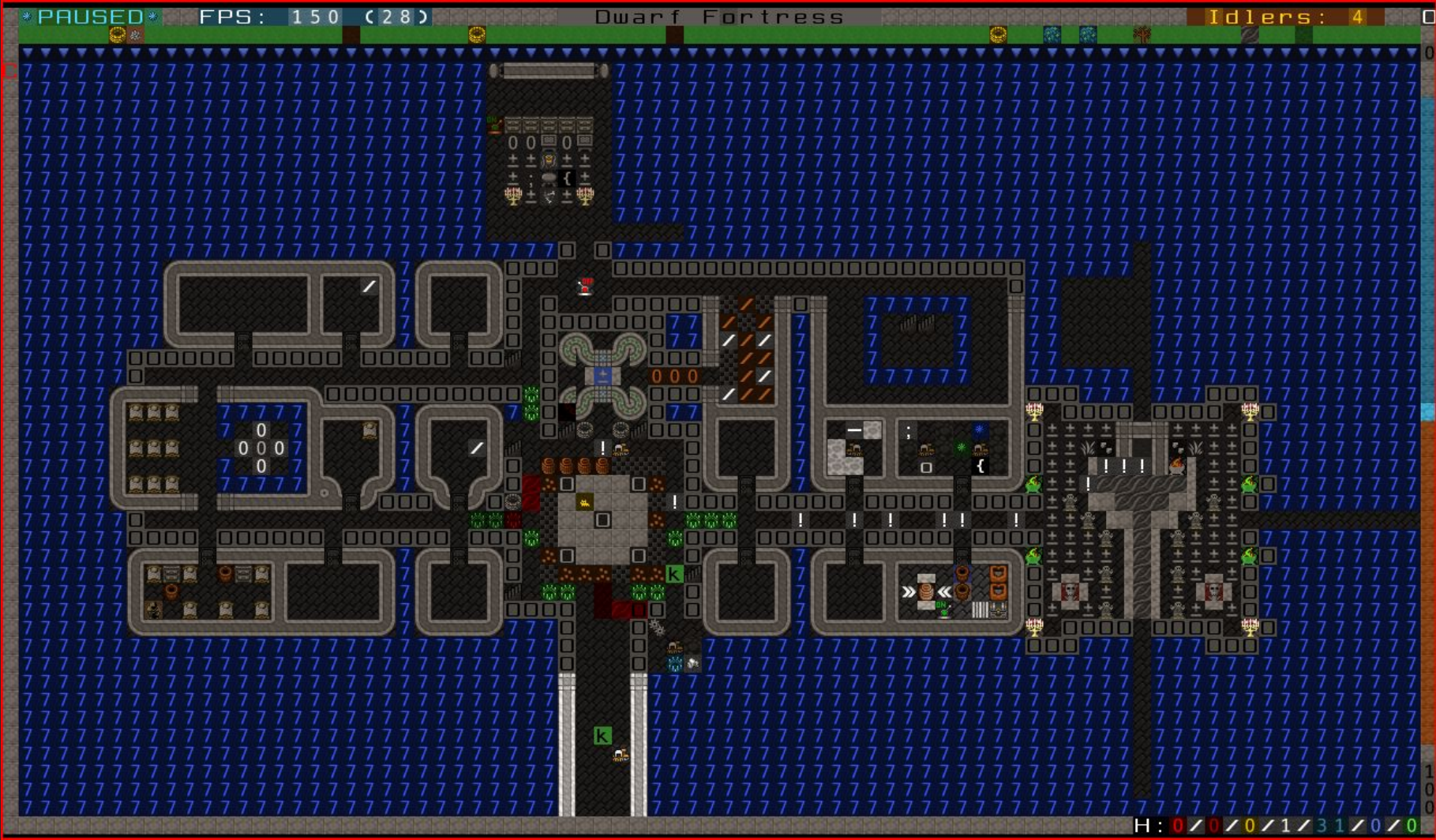
I want them to just make hourglasses, but the closest thing is a general "Crafts" order. I tried to order them to just make hourglasses anyway, but they said that I was restricting their creative process and went back to what they were doing. I told them that they were zombies and didn't have creative processes, but all that got me was the finger.

Assholes.

28th Obsidian, 34

[Spoiler](#) (click to show/hide)





I have ordered the construction of many walls on the first floor of the "tower". The open-concept design must be sacrificed if the ridiculous risk of falling into the river is to be conquered. There are some areas of the first floor where it will still be a risk, but one can hardly be expected to wall off ABSOLUTELY EVERYTHING...

1st Granite, 35

A new year dawns, and I find myself contemplating my situation. What the hell am I doing here? How long will I prevent my inevitable second death?

Pressing questions. Questions that I don't really have the answers to.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 06, 2015, 02:40:14 pm**

My first Overseer(ish) post! Woot! So, how did I do?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 07, 2015, 02:09:08 am**

Quote from: PyroTechno on February 06, 2015, 02:40:14 pm  
My first Overseer(ish) post! Woot! So, how did I do?

Well, it was pretty entertaining. I was curious for a minute there whether you were going to lock out your Overlord alone to be killed by gnomes, which I think would be a non-optimal play, but it worked out OK :D

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 07, 2015, 11:48:46 am**

Quote from: smakemupagus on February 07, 2015, 02:09:08 am  
Quote from: PyroTechno on February 06, 2015, 02:40:14 pm  
My first Overseer(ish) post! Woot! So, how did I do?

Well, it was pretty entertaining. I was curious for a minute there whether you were going to lock out your Overlord alone to be killed by gnomes, which I think would be a non-optimal play, but it worked out OK :D

I was under the impression that the Overlord was badass enough to take care of some piddly gnomes, but instead of actually doing that, he went off on a tangent to molest wildlife for a bit before actually dealing with the "Vile Force of Darkness". Once he stopped teabagging that poor kea, THEN he did his job.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **February 07, 2015, 07:35:18 pm**

PyroTechno, you might want to open the GUI and set your tileset to Masterwork, not Phoebus. The saves were generated with the MDF tileset, so your Phoebus screenshots look a bit... off. It has the wrong tile numbers and all.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **mate888** on **February 07, 2015, 08:21:44 pm**

Oh! Oh! Oh! Oh! I want to have the kobold turn for the 4th year!  
Pleeeeeease? Pretty pleeeeeease?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **February 07, 2015, 08:39:28 pm**

Quote from: mate888 on February 07, 2015, 08:21:44 pm  
Oh! Oh! Oh! Oh! I want to have the kobold turn for the 4th year!  
Pleeeeeease? Pretty pleeeeeease?

Sure :)



Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **mate888** on **February 07, 2015, 09:31:57 pm**

|                                                                                                     |
|-----------------------------------------------------------------------------------------------------|
| Quote from: Meph on February 07, 2015, 08:39:28 pm                                                  |
| Quote from: mate888 on February 07, 2015, 08:21:44 pm                                               |
| Oh! Oh! Oh! Oh! I want to have the kobold turn for the 4th year!<br>Pleeeeease? Pretty pleeeeeease? |
| Sure :)                                                                                             |

Yay!  
I'm also confused on how do the turn work on this.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 07, 2015, 11:42:01 pm**

It's not too complicated, once Arcvasti posts the end-of-year 3 Kobold save, you grab it and post to say that you've got it and are active playing year 4, then you go for it.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Arcvasti** on **February 08, 2015, 12:11:16 am**

|                                                                             |
|-----------------------------------------------------------------------------|
| Quote from: smakemupagus on February 07, 2015, 11:42:01 pm                  |
| It's not too complicated, once Arcvasti posts the end-of-year 3 Kobold save |

Just a heads-up: This will hopefully be a thing that will happen in the near future. Hopefully.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 08, 2015, 11:18:58 am**

Halfway through Spring now. Will switch to Masterwork tileset, and maybe include a joke about how everything looks different for a reason the Spirit Overseer can't discern.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 08, 2015, 11:35:48 pm**

10-40 FPS sucks ass...

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **mate888** on **February 08, 2015, 11:42:45 pm**

|                                                                                                 |
|-------------------------------------------------------------------------------------------------|
| Quote from: Arcvasti on February 08, 2015, 12:11:16 am                                          |
| Quote from: smakemupagus on February 07, 2015, 11:42:01 pm                                      |
| It's not too complicated, once Arcvasti posts the end-of-year 3 Kobold save                     |
| Just a heads-up: This will hopefully be a thing that will happen in the near future. Hopefully. |

Yay!

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **mate888** on **February 10, 2015, 03:13:48 pm**

The Bay12er gestures!  
The thread shudders and begins to move!

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Boltgun** on **February 10, 2015, 03:16:05 pm**

There should be a year 2 comparison, I'll write it this week end if Meph does not have the time.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **February 10, 2015, 05:52:06 pm**

I'm buying my train ticket tomorrow, soon I'll be offline for a couple of days. Any time I find is for modding.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 10, 2015, 10:04:14 pm**

|                                                                                                  |
|--------------------------------------------------------------------------------------------------|
| Quote from: Boltgun on February 10, 2015, 03:16:05 pm                                            |
| There should be a year 2 comparison, I'll write it this week end if Meph does not have the time. |

That would be great!

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 11, 2015, 01:10:07 am**

WARLOCK Spring of 35

1st Granite, 35

A new year dawns, and I find myself contemplating my situation. What the hell am I doing here? How long will I prevent my inevitable second death?

Pressing questions. Questions that I don't really have the answers to.

Ah well, back to work.

2nd Granite, 35

Today, inspiration struck. A secret project is in the works. I call it "Project Pylon". I don't know why I call it that. It seemed like a good name to me.

[Spoiler](#) (click to show/hide)



No one was really using that anyway, right?

3rd Granite, 35

As far as I can tell, there is only one person doing actual work.

[Spoiler](#) (click to show/hide)

Mwezfeyn Demytayer has been quite content lately. She slept in a very good bedroom recently. She admired a very fine Bridge lately. She was woken by noise while sleeping lately. She received water recently. She has been satisfied at work lately. She has complained of the lack of chairs lately. She was disgusted by a miasma lately. She is married to Selb Hungerfondled and has two children: Mefteru Treu Blotbend and Zhef Splatteredthorn. She is a worshipper of Sef Siegevolcanic and a worshipper of Hejwem. She is a citizen of The Teal Murder. She is a member of The Incestuous Combats. She arrived at Selselshesaha on the 1st of Timber in the year 31. She has the appearance of somebody that is one hundred eighty-seven years old and is one of the first of her kind. She is very thin. Her hair is extremely long. Her quite long eyebrows are high. She has a broad chin. Her slightly thin-irised azure eyes are close-set. Her nose bridge is concave. Her lips are very thin. Her head is somewhat tall. Her hair is white. Her skin is peach. Mwezfeyn Demytayer likes ferric lead glaze, silver, seordstone, glumprong wood, inkhorne hoof, the color sienna, dices, gnome prisoners for their fine odour and slugs for their slime trails. When possible, she prefers to consume elixir of life and blade weed leaves. She absolutely detests flies. She has very good creativity, a lot of willpower, a good feel for social relationships and a good memory, but she has poor focus. She feels strong urges and seeks short-term rewards. She doesn't handle stress well. She is very distant and reserved. She prefers to be alone. She is very assertive. She is rarely happy or enthusiastic. She isn't given to flights of fancy. She is not interested in art. She tends not to openly express emotions. She loves new and fresh ideas. She revels in chaos and disorder. She does not trust others. She is not straightforward when dealing with others. She dislikes helping others. She would rather intimidate others than compromise with them. She is very willing to compare herself favorably with others. She is not affected by the suffering of others. She dislikes contracts and regulations. She doesn't go out of her way to do more work than necessary. She needs alcohol to get through the working day and can't even remember the last time she had some. She doesn't really care about anything anymore.

A dark sorcerer that bends matter to their will and use their fallen enemies to their advantage. They fight with magic powers that bypass any armor.

Henceforth, she shall be known as "Only Competent Necromancer".

...

Wait, no, holy shit, someone else joined her!

[Spoiler](#) (click to show/hide)



# 15th Granite, 35



I'm getting very, very tired of this river roaring in my ethereal ears and slaughtering my FPS all damn day. So, I'm going to dam it.

Construction will begin momentarily.

Spoiler (click to show/hide)



It is an ambitious project, to be sure, but all such must start somewhere.

Once the main wall is complete, I intend to deconstruct the portion closest to shore, slamming the ethereal block construction down and closing off the annoyingly loud and incredibly laggy water flow.

20th Granite, 35

A near disaster is averted on the construction of Project Pylon when the Overlord very nearly deconstructs the ethereal block floor out from under his feet. I attempted to explain why it was a bad idea to stand on top of the floor he's removing when he LIVES ABOVE A RIVER AND PROBABLY CAN'T SWIM, but I gave up when he started drooling.

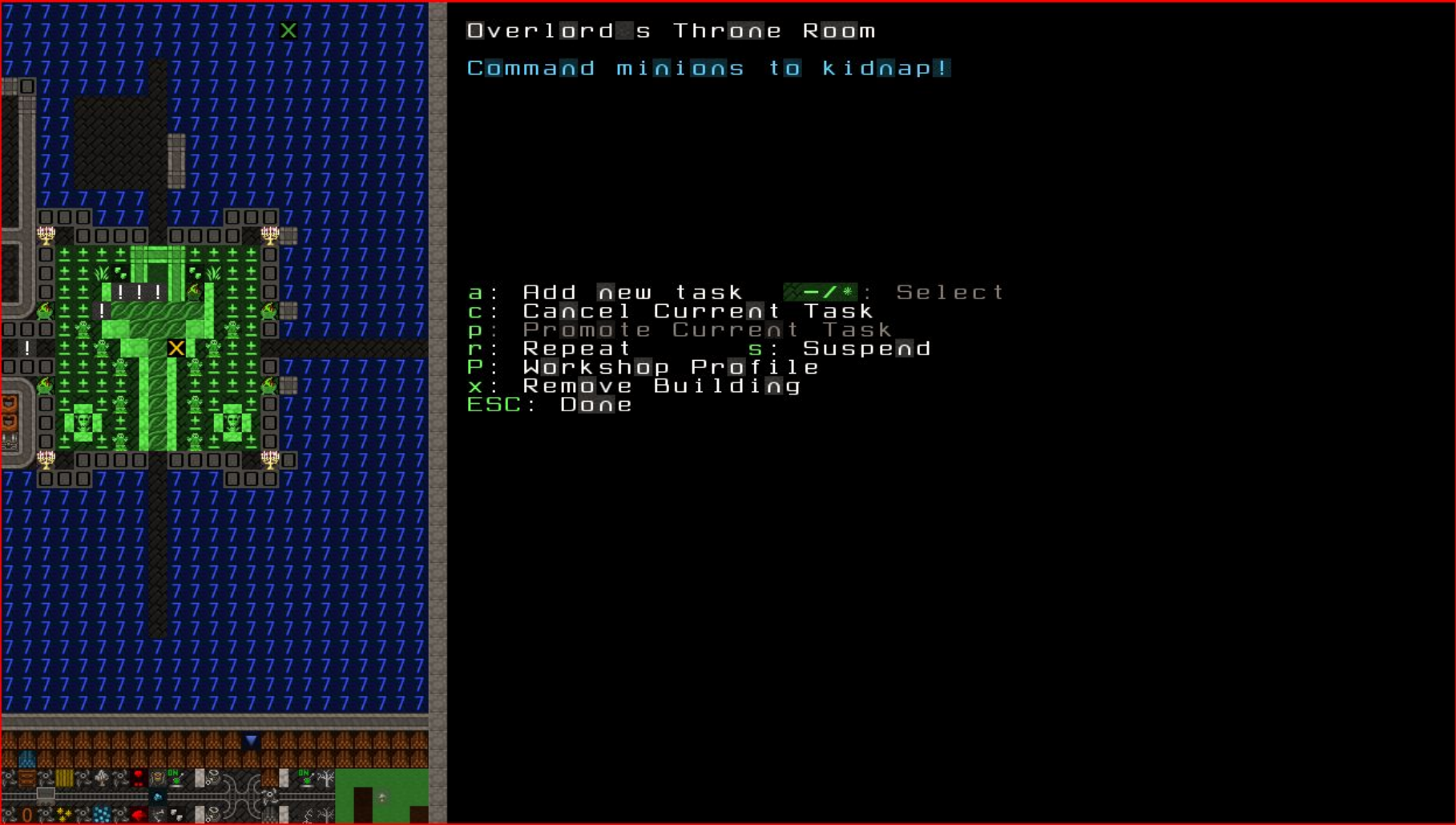
In light of this idiocy, the construction of Project Pylon is suspended indefinitely.

21st Granite, 35

In an attempt to redirect the Overlord's suicidal tendencies onto something constructive, I told him to go attack something.

He then walked away, muttering something about "new toys".

Spoiler (click to show/hide)



I decided not to ask.

26th Granite, 35

A couple foxes appear out of nowhere.

Apparently this is significant in some way, so I tell the Overlord to go take care of it.

I don't see the foxes again.

2nd Slate, 35

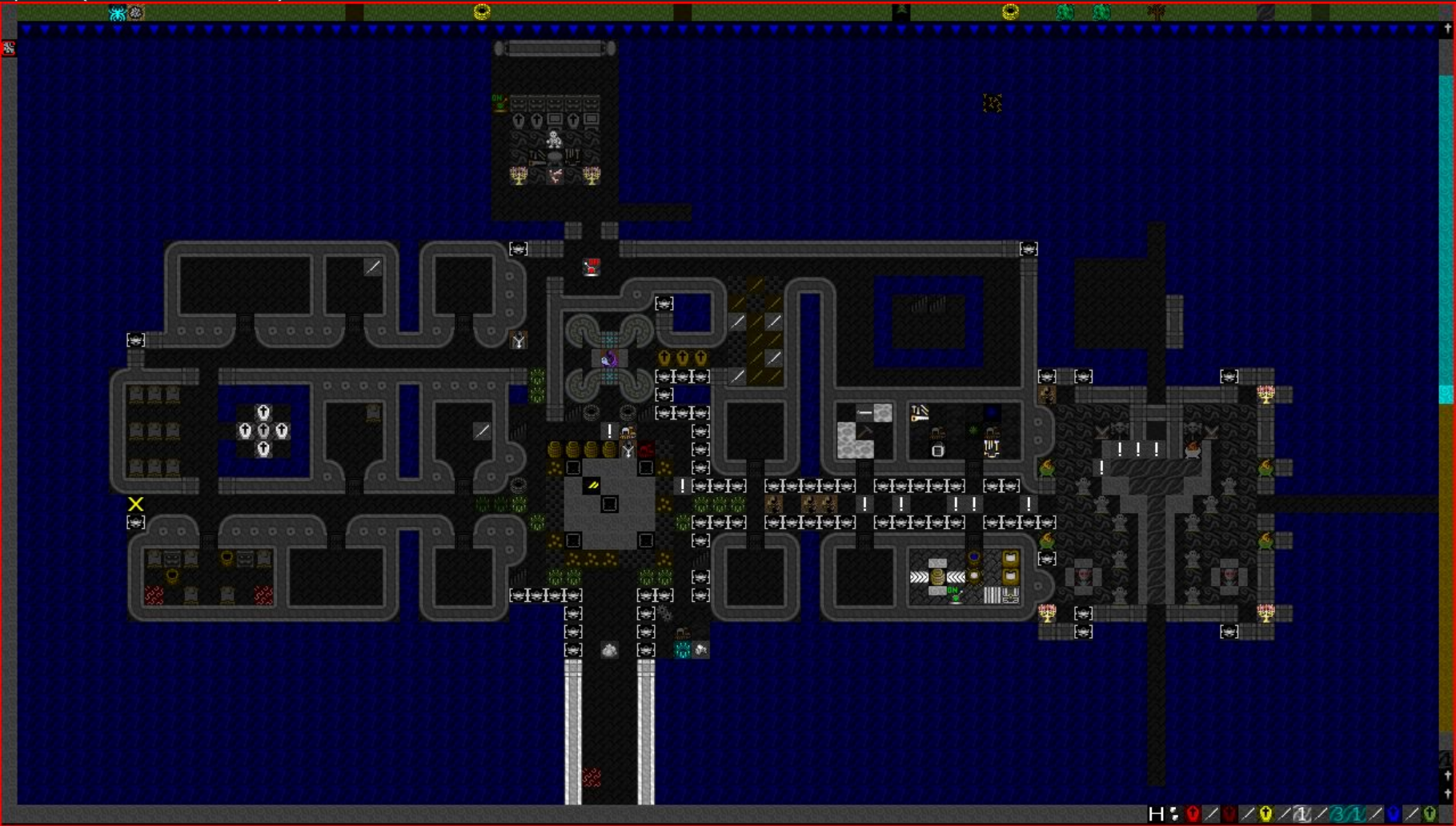


Well, no wonder I have barely any workforce. They were apparently all smoothing floors on the very lowest levels of the deep dungeons. Why the hell were they doing that? There were so many other things they could be doing... So I told them to stop it.

If I need more space for something-or-other, I'll slap some new construction on the "tower". It could stand to be a bit higher.

10th Slate, 35

[Spoiler \(click to show/hide\)](#)



When the sun rose above the "tower" today, everything looked... off. I can't tell how, but something has changed.

I don't like it.

OOC: Switched from Phoebus to Masterwork tileset. Parts of it look better. Parts of it look worse. About what I was expecting, really.

I also turned on Truetype fonts. Much better.

In other news, construction of the walls on the first level is nearly complete. Some of the corner walls have been suspended, even though the gap is BIG ENOUGH TO WALK THROUGH... but I digress. If there wasn't some of the constipation of the workforce reflected in the end product, I would have been greatly surprised.

11th Slate, 35

[Spoiler \(click to show/hide\)](#)

FPS: 18 (18 )

:(

13th Slate, 35

Apparently, the fortress attracted no migrants this season. The Zombie who informed me of this did so with a completely straight face. I told him to go back to carving is stupid hourglasses and hourglass accessories.

Now he's knitting little purple hourglass cozies.

Fuck everything, I'm going to go get wasted.

14th Slate, 35

Dire news: Because I am a bodiless spirit, I can't get wasted. Also, I don't think we have any alcohol.

15th Slate, 35

I have devised a second secret project. I call it... Project Other Pylon!

[Spoiler \(click to show/hide\)](#)









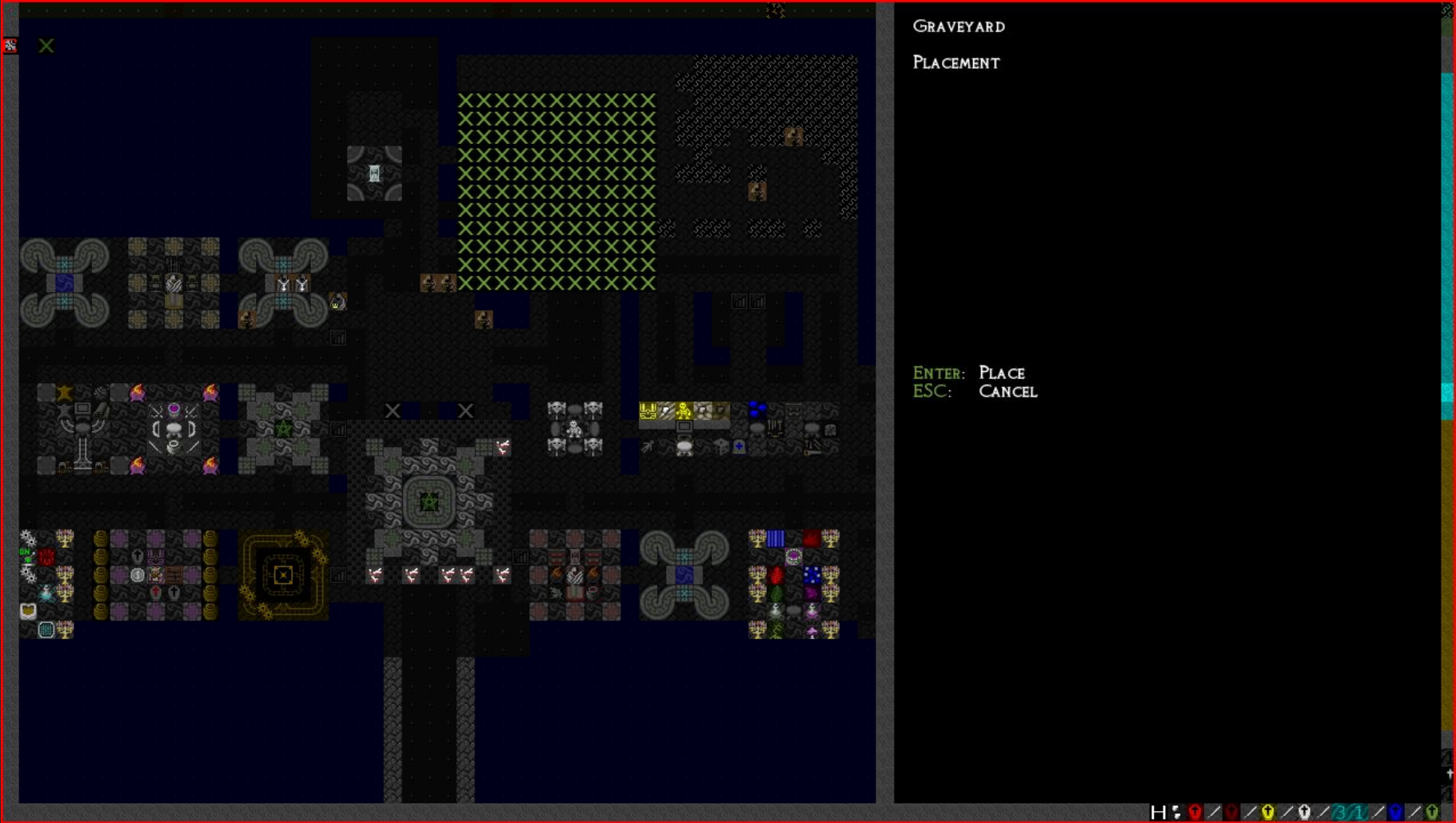
Just some new floor to the south, and everything should be fine...

3rd Felsite, 35

The Lady of Bones has mandated the construction of Hourglasses. Way ahead of you, Lady.

5th Felsite, 35

[Spoiler](#) (click to show/hide)



Okay, here we go. Graveyard ho!

16th Felsite, 35

Progress is slow, as per usual. The graveyard's construction has been assigned to one unlucky necromancer by his fellows. I tried to get more of them on the job, but when they started licking their lips and eyeing me up, I decided that getting the fuck out of there was the better part of valor. The Overlord, at least, never did that. I think I'll assign jobs through him from now on. A figurehead, if you will. Hopefully this won't come back to bite me later.

17th Felsite, 35

Today, the Lady of Bones has withdrawn from society. She immediately claimed a Craftsman's Workshop. It remains to be seen what she shall do.

Also, today a random Zombie dropped his load of Black Ethereal Blocks and wandered off in the midst of constructing Project Other Pylon. Project Other Pylon is of dire importance to this "tower"! Actually, what was I doing with that again? It's been a month or so... maybe I should have written it down somewhere...

Oh yes, I remember. I was building a safe way down to the lower levels. No, hold on, this is the wrong way to be going about this.

Hold on...

18th Felsite, 35

[Spoiler](#) (click to show/hide)



Construction on the reimagined Project Other Pylon is already underway. The leftmost two stairwells will be paved over and deconstructed, respectively, to comply with the annoying accounting error that keeps me from simply building one construction on top of another. The main, and indeed, only, area that provides access to the lower levels of the "tower" will be connected to the second level of the "tower" proper by new Black Ethereal Block construction on the existing Bone Block support structure.

It will clash horribly, but fortunately for me, unlike many of the other Overseers that I have heard tell of, I don't have OCD.

20th Felsite, 35

Today, the... individual in charge of deconstructing the solitary constructed stair in the way of Project Other Pylon, after two days of "work", was scared off by a Giant Mole.

I am... unhappy.

Spoiler (click to show/hide)



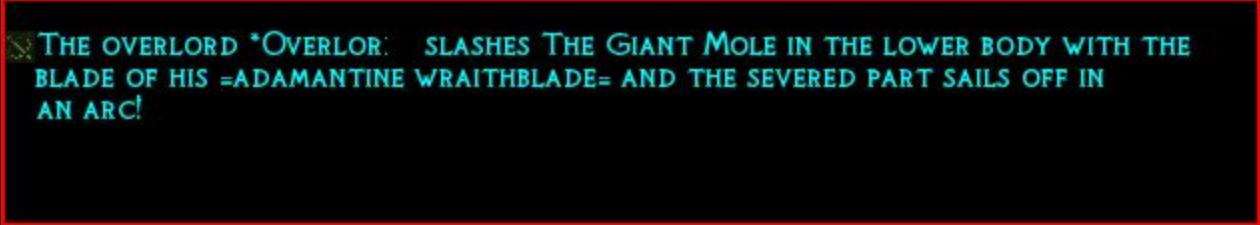
Fuck you in particular.

Hey, Overlord, come deal with this, and I swear, if you go camp out on the hillside instead again, I'm going to personally smash your face in.

...

Good, he's actually doing it.

Spoiler: [Giant Mole Combat Log #1](#) (click to show/hide)



And now, observe the Retarded Overlord in its natural habitat - slaughtering random forest/cavern creatures with a single blow.

I should really have someone brick up the cavern entrance, shouldn't I?

Hold on, what's this?

Spoiler: [Lady of Bones Combat Log](#) (click to show/hide)



THE GIANT MOLE CHARGE AT THE LADY OF BONES!  
THE GIANT MOLE ATTACKS THE LADY OF BONES BUT SHE JUMPS AWAY!  
THE GIANT MOLE ATTACKS THE LADY OF BONES BUT SHE JUMPS AWAY!  
THE GIANT MOLE ATTACKS THE LADY OF BONES BUT SHE JUMPS AWAY!  
THE GIANT MOLE BITES THE LADY OF BONES IN THE RIGHT ARM, BRUISING THE SKIN THROUGH THE (WOOL CLOAK)!  
THE GIANT MOLE LATCHES ON FIRMLY!  
THE LADY OF BONES HITS THE GIANT MOLE IN THE UPPER BODY WITH HER (RUSTY IRON WHIP), TEARING THE FAT AND BRUISING THE MUSCLE!  
THE LADY OF BONES FLAILS THE GIANT MOLE IN THE RIGHT FRONT LEG WITH THE VICIOUS KNOTS OF HER (RUSTY IRON WHIP), FRACTURING THE BONE!  
THE GIANT MOLE CHARGES AT THE LADY OF BONES!  
THE GIANT MOLE MISSES THE LADY OF BONES!  
THE GIANT MOLE COLLIDES WITH THE LADY OF BONES!  
THE LADY OF BONES IS KNOCKED OVER AND TUMBLES BACKWARD!  
THE GIANT MOLE ATTACKS THE LADY OF BONES BUT SHE SCRAMBLES AWAY!  
THE LADY OF BONES IS NO LONGER STUNNED.  
☒ THE LADY OF BONES STANDS UP.

Lady, I thought you were satisfying your strange mood! What the fuck are you doing battling Giant Moles in the cavern access?

Oh my God, these warlocks, man. They're just... SO DUMB. You wouldn't normally expect this level of stupidity from a magic user. I don't know.

I really wish I could get wasted.

Okay, Overlord, come kill this one too.

21st Felsite, 35

Spoiler: Giant Mole Combat Log #2 (click to show/hide)

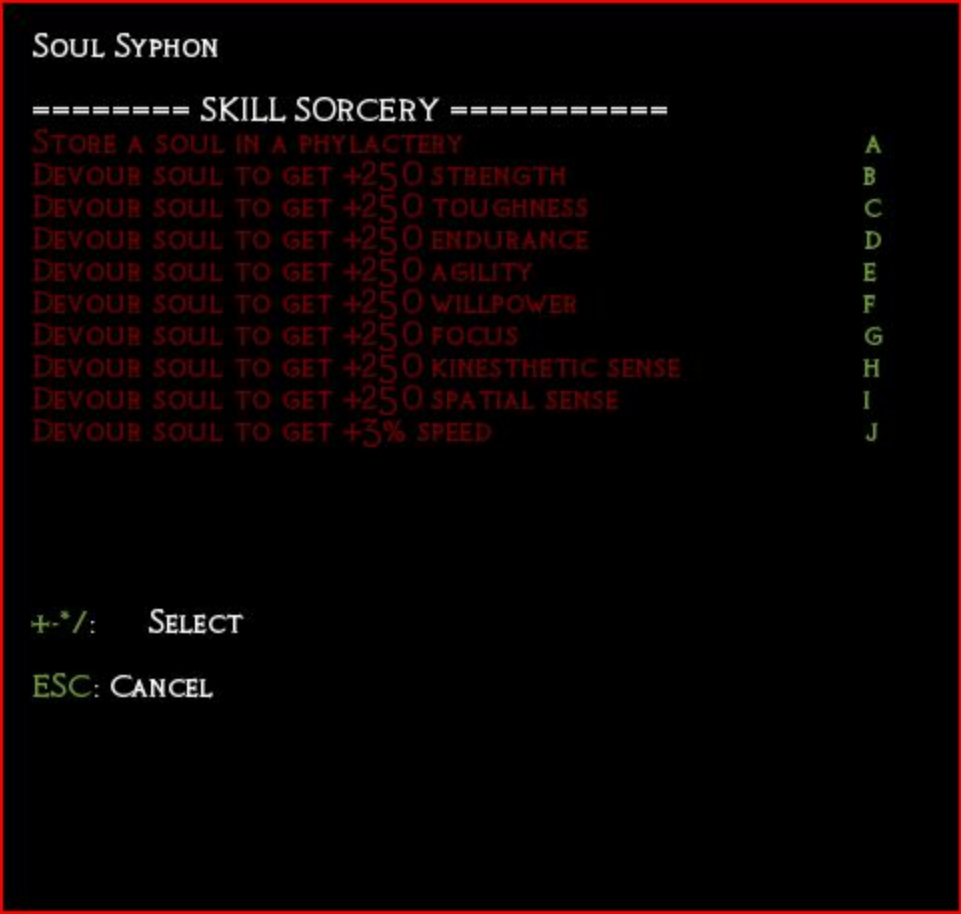
☒ THE GIANT MOLE CHARGE AT THE LADY OF BONES!  
THE GIANT MOLE ATTACKS THE LADY OF BONES BUT SHE JUMPS AWAY!  
THE GIANT MOLE BITES THE LADY OF BONES IN THE RIGHT ARM, BRUISING THE SKIN THROUGH THE (WOOL CLOAK)!  
THE GIANT MOLE LATCHES ON FIRMLY!  
THE LADY OF BONES HITS THE GIANT MOLE IN THE UPPER BODY WITH HER (RUSTY IRON WHIP), TEARING THE FAT AND BRUISING THE MUSCLE!  
THE LADY OF BONES FLAILS THE GIANT MOLE IN THE RIGHT FRONT LEG WITH THE VICIOUS KNOTS OF HER (RUSTY IRON WHIP), FRACTURING THE BONE!  
THE GIANT MOLE CHARGES AT THE LADY OF BONES!  
THE GIANT MOLE MISSES THE LADY OF BONES!  
THE GIANT MOLE COLLIDES WITH THE LADY OF BONES!  
THE LADY OF BONES IS KNOCKED OVER AND TUMBLES BACKWARD!  
THE GIANT MOLE ATTACKS THE LADY OF BONES BUT SHE SCRAMBLES AWAY!  
THE GIANT MOLE GIVES IN TO PAIN.  
THE GIANT MOLE FALLS OVER.  
THE GIANT MOLE REGAINS CONSCIOUSNESS.  
THE GIANT MOLE STANDS UP.  
THE GIANT MOLE IS NO LONGER STUNNED.  
THE LADY OF BONES HITS THE GIANT MOLE IN THE LEFT REAR LEG WITH HER (RUSTY IRON WHIP), FRACTURING THE BONE!  
THE LADY OF BONES WHIPS THE GIANT MOLE IN THE HEAD WITH THE WIRE OF HER (RUSTY IRON WHIP), TEARING THE FAT AND BRUISING THE MUSCLE, FRACTURING THE SKULL!  
THE GIANT MOLE GIVES IN TO PAIN.  
THE GIANT MOLE FALLS OVER.  
THE LADY OF BONES HITS THE GIANT MOLE IN THE HEAD WITH HER (RUSTY IRON WHIP), TEARING THE FAT AND BRUISING THE MUSCLE, FRACTURING THE SKULL!  
THE LADY OF BONES HITS THE GIANT MOLE IN THE HEAD WITH HER (RUSTY IRON WHIP), TEARING APART THE FAT AND BRUISING THE MUSCLE, FRACTURING THE SKULL!  
THE LADY OF BONES LASHES THE GIANT MOLE IN THE HEAD WITH THE TINY KNOTS OF HER (RUSTY IRON WHIP), TEARING THE MUSCLE, FRACTURING THE SKULL!  
THE LADY OF BONES CUTS THE GIANT MOLE IN THE HEAD WITH THE WIRE OF HER (RUSTY IRON WHIP), TEARING THE MUSCLE, FRACTURING THE SKULL!  
THE LADY OF BONES WHIPS THE GIANT MOLE IN THE HEAD WITH THE WIRE OF HER (RUSTY IRON WHIP), TEARING THE MUSCLE, FRACTURING THE SKULL!  
THE LADY OF BONES HITS THE GIANT MOLE IN THE HEAD WITH HER (RUSTY IRON WHIP), TEARING THE MUSCLE, FRACTURING THE SKULL!  
AN ARTERY HAS BEEN OPENED BY THE ATTACK!  
THE LADY OF BONES HITS THE GIANT MOLE IN THE HEAD WITH HER (RUSTY IRON

WHIP), TEARING THE MUSCLE, FRACTURING THE SKULL!  
THE LADY OF BONES CUTS THE GIANT MOLE IN THE HEAD WITH THE WIRE OF HER (RUSTY IRON WHIP), TEARING THE MUSCLE, FRACTURING THE SKULL!  
THE LADY OF BONES HITS THE GIANT MOLE IN THE HEAD WITH HER (RUSTY IRON WHIP), TEARING APART THE MUSCLE, FRACTURING THE SKULL!  
AN ARTERY HAS BEEN OPENED BY THE ATTACK!  
THE LADY OF BONES HITS THE GIANT MOLE IN THE HEAD WITH HER (RUSTY IRON WHIP), TEARING THE MUSCLE AND FRACTURING THE NECK'S BONE!  
THE OVERLORD \*OVERLORD\* PIERCES THE GIANT MOLE IN THE HEAD WITH THE MANIFEST VISION OF TERROR OF HIS =ADAMANTINE WRAITHBLADE=, TEARING APART THE MUSCLE AND FRACTURING THE SKULL!  
A TENDON IN THE SKULL HAS BEEN TORN!  
THE LADY OF BONES FLAILS THE GIANT MOLE IN THE HEAD WITH THE VICIOUS KNOTS OF HER (RUSTY IRON WHIP), TEARING APART THE MUSCLE, FRACTURING THE SKULL!  
THE LADY OF BONES WHIPS THE GIANT MOLE IN THE HEAD WITH THE WIRE OF HER (RUSTY IRON WHIP), TEARING APART THE MUSCLE, SHATTERING THE SKULL!  
THE OVERLORD \*OVERLORD\* SIDESTEPS AND SLASHES THE GIANT MOLE IN THE HEAD WITH THE REVERSE EDGE OF HIS =ADAMANTINE WRAITHBLADE= AND THE SEVERED PART SAILS OFF IN AN ARC!

Okay. Let's go ahead and feed those two Mole Souls to the Warlocks. Maybe they'll stop shooting me all of these hungry looks then.



Spoiler (click to show/hide)



I... don't understand. Do animals just not have souls or something?

Weird.

Oh, and I need to tell the Overlord to tell the Lady of Bones to stop fucking around in the caverns getting teeth knocked out by giant moles.

22nd Felsite, 35

Vindication! My Graveyard is complete!

Spoiler: Gaze upon its magnificence! (click to show/hide)



In celebration, I have gifted its magnificent builder a new name.

Spoiler (click to show/hide)



He Who Builds Graveyards Mdekhelalshab has been quite content lately. He was forced to talk to somebody annoying lately. He slept in a very good bedroom recently. He has complained of the lack of chairs lately. He has been satisfied at work lately. He is a casual worshipper of Krahey and a casual worshipper of Ueyh Itchedmucks. He is a citizen of The Teal Murder. He is a member of The Incestuous Combats. He arrived at Selselheshaha on the 1st of Malachite in the year 321. He has the appearance of somebody that is two hundred forty-two years old and is one of the first of his kind. He is thin. His dry hair is extremely long. His quite long eyebrows are incredibly high. He has a broad chin. His somewhat broad head is somewhat tall. His aqua eyes are slightly close-set. His ears are somewhat narrow. His hair is white. His skin is peach. He Who Builds Graveyards Mdekhelalshab likes light cyan brick, chrome, black opal, nether-cap wood, water buffalo horn, gauntlets and gray squirrels for their lavish tails. When possible, he prefers to consume flounder and liquid evil. He absolutely detests snails. He has a great musical sense and the ability to focus, but he has a meager ability with social relationships, very bad intuition and a poor kinesthetic sense. He is very quick to anger. He is self-conscious. He only rarely feels strong cravings or urges. He doesn't handle stress well. He is very distant and reserved. He prefers to be alone. He is very assertive. He isn't given to flights of fancy. He is completely uninterested in art. He loves new and fresh ideas. He revels in chaos and disorder. He does not trust others. He is not straightforward when dealing with others. He dislikes helping others. He would rather intimidate others than compromise with them. He is very willing to compare himself favorably with others. He is not affected by the suffering of others. He lacks confidence. He dislikes contracts and regulations. He strives for excellence. He is extremely cautious. He needs alcohol to get through the working day and can't even remember the last time he had some. He does not mind being outdoors, at least for a time. He doesn't really care about anything anymore.

A dark sorcerer that bends matter to their will and use their fallen enemies to their advantage. They fight with magic powers that bypass any armor.

I'm sure he greatly appreciated it. The Overlord assured me that he did, anyway.

For now, I shall command them to try to attract lost souls, since the "Meat Stockpile" thing doesn't appear to be working out.

I - okay, what is it now?

[Spoiler](#) (click to show/hide)

'HEJWEMBULA' GOTUSTRU, ZOMBIE CANCELS STORE ITEM IN STOCKPILE: INTEI UPTED BY GIANT MOLE.

>:(

[Spoiler: Giant Mole Combat Log #3](#) (click to show/hide)

THE GIANT MOLE ATTACK THE LADY OF BONES BUT SHE JUMPS AWAY!  
THE GIANT MOLE ATTACKS THE LADY OF BONES BUT SHE JUMPS AWAY!  
THE GIANT MOLE STAN: UP.  
THE GIANT MOLE ATTA S THE LADY OF BONES BU SHE JUMPS AWAY!  
THE ZOMBIE CHARGES AT THE GIANT MOLE!  
THE ZOMBIE PUNCHES THE GIANT MOLE IN THE UPPER BODY WITH ITS LEFT HAND, BRUISING THE MUSCLE AND BRUISING THE BACK'S MUSCLE!  
THE ZOMBIE COLLII S WITH THE GIANT MOLE!  
THE GIANT MOLE IS KNOCKED OVER AND TUMBLES BACKWARD!  
THE ZOMBIE GRABS THE GIANT MOLE BY THE RIGHT FRONT FOOT WITH ITS RIGHT HAND!  
THE GIANT MOLE STAN: UP.  
THE ZOMBIE THROWS THE GIANT MOLE BY THE RIGHT FRONT FOOT WITH THE ZOMBIE'S RIGHT HAND!  
THE GIANT MOLE'S HEAD SKIDS ALONG THE GROUND, BRUISING THE MUSCLE, BRUISING THE SKULL!  
THE GIANT MOLE SLAMS INTO AN OBSTACLE!  
THE ZOMBIE GRABS THE GIANT MOLE BY THE FIFTH LEFT HIND TOE WITH ITS RIGHT ARM!  
THE ZOMBIE PUNCHES THE GIANT MOLE IN THE RIGHT AR FOOT WITH ITS RIGHT HAND, FRACTURING THE BONE!  
THE ZOMBIE PUNCHES THE GIANT MOLE IN THE LEFT FRONT FOOT WITH ITS RIGHT HAND, SHATTERING THE BONE!  
THE OVERLORD \*OVERLORD\* SLASHES THE GIANT MOLE IN THE LEFT FRONT FOOT WITH THE FORWARD EDGE OF HIS =ADAMANTINE WRAITHBLADE= AND THE SEVERED PART SAILS OFF IN AN ARC!  
THE OVERLORD \*OVERLORD\* SIDESTEPS AND SLASHES THE GIANT MOLE IN THE TAIL WITH THE FORWARD EDGE OF HIS =ADAMANTINE WRAITHBLADE= AND THE SEVERED PART SAILS OFF IN AN ARC!  
THE ZOMBIE RELEASES THE GRIP OF THE ZOMBIE'S RIGHT ARM ON THE GIANT MOLE'S FIFTH LEFT HIND TOE.  
THE OVERLORD \*OVERLORD\* SCRATCHES THE GIANT MOLE IN THE RIGHT FRONT LEG, BRUISING THE BONE!  
THE GIANT MOLE STANDS UP.  
THE OVERLORD \*OVERLORD\* CHARGES AT THE GIANT MOLE!  
THE GIANT MOLE LOOKS SURPRISED BY THE FEROCITY OF THE OVERLORD \*OVERLORD\*'S ONSLAUGHT!  
THE OVERLORD \*OVERLORD\* RUNS THROUGH THE GIANT MOLE IN THE HEAD WITH THE TIP OF HIS =ADAMANTINE WRAITHBLADE=, TEARING THE MUSCLE, SHATTERING THE SKULL, TEARING APART THE OUTER BRAIN AND TEARING APART THE BRAIN!  
A TENDON IN THE SKULL HAS BEEN TORN!

You know, I'm getting very, very tired of this, and I think everyone else is too, if this combat log is any indication.

23rd Felsite, 35

[Spoiler](#) (click to show/hide)

LEGHEZ ALMEYUMEFTERU TREU ALZAMKHETYER, OVERLORD \*OVERLORD\* CANCELS STORE ITEM IN STOCKPILE: INTERRUPTED BY WEASEL.

>:( >:( >:(

[Spoiler: Assorted Vermin Combat Log #4](#) (click to show/hide)



THE OVERLORD \*OVERLORD\* PIERCES THE WEASEL IN THE UPPER BODY WITH THE  
MANIFEST VISION OF TERROR OF HIS =ADAMANTINE WRAITHBLADE=, TEARING APART  
THE SKIN!  
THE WEASEL IS PROPELLED AWAY BY THE FORCE OF THE BLOW!  
THE WEASEL MISSES THE OVERLORD \*OVERLORD\*!  
THE OVERLORD \*OVERLORD\* CHARGES AT THE WEASEL!  
THE WEASEL LOOKS SUICIDAL BY THE PROXIMITY OF THE OVERLORD \*OVERLORD\* 'S  
ONSLAUGHT!  
THE OVERLORD \*OVERLORD\* PIERCES THE WEASEL IN THE RIGHT FRONT PAW WITH  
THE MANIFEST VISION OF TERROR OF HIS =ADAMANTINE WRAITHBLADE=, TEARING  
APART THE SKIN!  
THE OVERLORD \*OVERLORD\* COLLIDES WITH THE WEASEL!  
THE WEASEL IS KNOCKED OVER!  
THE OVERLORD \*OVERLORD\* CHARGES AT THE WEASEL!  
THE OVERLORD \*OVERLORD\* SLASHES THE WEASEL IN THE RIGHT REAR UPPER LEG  
WITH THE REVERSE EDGE OF HIS =ADAMANTINE WRAITHBLADE=, TEARING APART THE  
SKIN!  
THE OVERLORD \*OVERLORD\* COLLIDES WITH THE WEASEL!  
THE WEASEL IS KNOCKED OVER AND TUMBLES BACKWARD!  
THE OVERLORD \*OVERLORD\* LEAPS AT THE WEASEL!  
THE OVERLORD \*OVERLORD\* SIDESTEPS AND SLASHES THE WEASEL IN THE RIGHT  
REAR UPPER LEG WITH THE REVERSE EDGE OF HIS =ADAMANTINE WRAITHBLADE=,  
TEARING APART THE SKIN!  
THE OVERLORD \*OVERLORD\* COLLIDES WITH THE WEASEL!  
THE WEASEL IS KNOCKED OVER!

OOC: This is actually three different weasels. They all died. Shock and blood loss, I guess?

First moles, and now weasels? Will the sudden tide of vermin never end?

On the other hand, it may not be so bad. Sure, they startle the workforce, but then the workforce turns around and punches them in the face and/or dismembers them with an Adamantine Wraithblade. No real harm, and it keeps the Overlord entertained.

On the other other hand, they're really annoying.


On the other other other hand (being a spirit, I can have as many hands as I want, thank you very much), I really should get around to bricking off the cavern access, hopefully without sealing half of the population inside. "Store Item in Stockpile" my ethereal ass.

24th Felsite, 35

Wait, Overlord, where are you going? There are still weasels to kill!

[Spoiler](#) (click to show/hide)

LEGHEZ ALMEYUMEFTERU TREU ALZAMKHETYER, OVERLORD \*OVERLORD\*

LEGHEZ DEEPPORKED THE BONE GRAVES

CREATOR OF NMESHFL SHR HEDYED

GET PROVISIONS

\*0 DABBLING ARMOR USER

\*6 TALENTED WITCH

\*6 TALENTED FIGHTER

\*0 DABBLING DODGER

\*11 GREAT SORCERER

\*0 DABBLING HERBALIST

\*6 TALENTED NECROMANCER

\*0 DABBLING SUTURER

\*5 PROFICIENT MAGIC WEAPON USER

\*2 ADEQUATE PERSUADER

C: COMBAT

B: LABOR

M: MISC

G: GEN I: INV P: PRF W: WND Z: ST

ESC: DONE F: FOLLOW

Fuck.

25th Felsite, 35

The construction of the reimagined Project Other Pylon is almost complete. Unfortunately, I forgot to order the construction of down stairs on the level above the new up stairs, and the walling off finished today, so I have temporarily cut off the lower levels. And the Overlord is down there "acquiring provisions", so, the first time a horde of Mole/Weasel crossbreeds attacks, I'm going to have to depend on the zombies.

And in case you didn't know, zombies are slow as all hell.

26th Felsite, 35

The down stairs are complete. Well, that was embarrassing.

However, that means that the reimagined Project Other Pylon is complete!

[Spoiler: Level 1, Project Other Pylon](#) (click to show/hide)





Spoiler: Level 2, Project Other Pylon (click to show/hide)



It is very nice, if I do say so myself. I may want to expand some of the paths, though, to accommodate regular traffic.

27th Felsite, 35

Construction progresses quickly on the widened path to the new, secure stairs down into the basement and mine levels. I may want to widen the stairs at some point, as well, and make them less... ridiculous. It's not like there's much else for the workforce to do but build things around here.

And remember: a busy warlock is a warlock that is not contemplating trying to eat you.

28th Felsite, 35

As construction continues, it feels almost as if time itself is... slowing, somehow. Perhaps the old adage is true: the watched pot never boils. (15 FPS. I am not happy.)

In other news, Bred Hedadawheshey has created a masterpiece! I feel sorry for the person who must live with this name. However, I don't feel like renaming him (her? I don't know...), so they will just have to deal with it. I also don't know what they made. I asked the Overlord to ask Bred what he/she/whatever made, and he just looked at me with a blank expression.

Well, whatever, I don't suppose it matters that much. Probably another pair of dice made of sand.

Sand. Seriously, what the fuck?

1st Hematite, 35

I am told that summer has begun today. Doesn't really feel any different. You know, I wasn't aware that the Overlord kept track of such things. Maybe there's a bit more to him after all. He has layers. Like an onion. Both have a hidden facet or two, and the smell of both makes you cry. Seriously, this guy needs a bath or something...

Construction continues, etc., etc. Sometimes I don't understand why I even write this.

Why am I even still here? I'm not in a phylactery, and there's no danger of it in the future, since I've set the Soul Syphons to ignore me and I doubt that any of these assholes are competent enough to set it back. I could leave whenever I want.

I'll have to think on this.

-----

EDIT: Fixed a couple little grammar errors.



Quote from: Boltgun on February 10, 2015, 03:16:05 pm  
There should be a year 2 comparison, I'll write it this week end if Meph does not have the time.

Boltgun, I've already started on the comparison and may have it up today. If not, then tomorrow. Just organizing screenshots and whatnot still.

**Title: Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
**Post by: Paulus Fahlstrom on February 11, 2015, 07:58:51 pm**

☼Battle of the 8 Armies☼ - 2 Year Comparison (Update in progress, descriptions and details to follow)

Since the settlement of the Testy Jungles, two years have passed. Eight different races from the 8 corners of the world have come to this place to claim it in the name of their civilization. Here are their results.

Statistical comparison:  
[Spoiler \(click to show/hide\)](#)

|                  | Dwarves | Kobolds | Gnomes | Orcs   | Humans | Warlocks | Succubi | Hermit* |
|------------------|---------|---------|--------|--------|--------|----------|---------|---------|
| Population       | 45      | 93      | 17     | 53     | 34     | 34       | 46      | 1       |
| Died             | 12*     | 11      | 8      | 6      | 2      | 2        | 4       | 0       |
| Kills (animals)  | 45      | 73      | 17     | 75     | 30     | 38       | 18      | 12      |
| Kills (Sentient) | 2       | 6       | 2      | 28     | 1      | 6        | 3       | 1       |
| Wealth (import)  | 24048   | 41214   | 7617   | 35442  | ???    | ???      | 36885   | 4568    |
| Wealth (export)  | 10758   | 0       | 1825   | 7438   | ???    | ???      | 17277   | 0       |
| Total wealth     | 85911   | 181879  | 71414  | 319329 | ???    | ???      | 195447  | 48100   |
| Food             | 937     | 2754    | 208    | 912    | 1000?  | 487      | 518     | 200?    |
| Pets             | 7       | 73      | 24     | 23     | 25     | 0        | 31      | 2       |
| Captives         | 0       | 0       | 0      | 0      | 0      | 1        | 27      | 2       |
| Ranking points   | 45      | 29      | 56     | 31     | 51     | 48       | 29      |         |
|                  | 4       | 1       | 7      | 3      | 6      | 5        | 1       | *       |

In general success the Succubi and Kobolds are doing the best, followed by the Orcs, then Dwarves (With the caveat that a tantrum is pending), then Warlocks, then Humans (who haven't done very much... yet), and last the Gnomes who suffered a severely impaired start. The Hermit is alive and well and is difficult to compare to the others but he is stable and safe.

☼Dwarves☼

The year started off auspiciously, with a wedding. Spring also saw an influx of new migrants to the fortress. The caverns were explored and a reasonably secure entrance was built to allow access to the new source of materials. (First race to explore and access caverns) A second wave of migrants arrived in summer but there were also two surprise deaths due to some forest spiders. An assault of thieving monkeys (grey langurs) was put down by the military. Frozen monkey brains anyone? Fall brought traders and some prosperity, including delicious cheeses and a cemetery of sorts was designated and begun for the pair that died. Winter started with a Forest titan arriving. It slipped through defenses through a hole in the wall but was thankfully dealt with by the merchant guards. Shortly afterwards a werebeast was spotted and engaged in combat. More deaths and a begin of general unhappiness. This was followed by additional dwarves being turned and starting to savage others in were-form. Which led to more deaths and unhappiness, tantrumming and beatings. And that is where the year ended. Two werewolves/dwarves still present, and as ex-military they pose a threat. Many unhappy dwarves and an imminent tantrum spiral should make the next year challenging.

Fort:  
[Spoiler \(click to show/hide\)](#)



Summary:  
[Spoiler \(click to show/hide\)](#)



| Village FPS: 150 (29)Gemclashed• 1st Granite, 34, Early Spring |  |         |  |                 |  |        |  |                 |  |
|----------------------------------------------------------------|--|---------|--|-----------------|--|--------|--|-----------------|--|
| Animals                                                        |  | Kitchen |  | Stone           |  | Stocks |  | Justice         |  |
|                                                                |  |         |  |                 |  |        |  |                 |  |
| Created Wealth:                                                |  | 85911*  |  | Population:     |  | 45     |  |                 |  |
| Weapons:                                                       |  | 2782*   |  | Miners          |  | 1      |  | Axedwarves      |  |
| Armor and Garb:                                                |  | 3623*   |  | Woodworkers     |  | 3      |  | Axelords        |  |
| Furniture:                                                     |  | 6594*   |  | Stoneworkers    |  | 4      |  | Swordsdwarves   |  |
| Other Objects:                                                 |  | 50556*  |  | Rangers         |  | 3      |  | Swordslords     |  |
| Architecture:                                                  |  | 13751*  |  | Metalsmiths     |  | 4      |  | Macedwarves     |  |
| Displayed:                                                     |  | 6061*   |  | Jewelers        |  | 1      |  | Macelords       |  |
| Held/Worn:                                                     |  | 2544*   |  | Craftsdwarves   |  | 6      |  | Hammerdwarves   |  |
| Imported Wealth:                                               |  | 24048*  |  | Nobles/Admins   |  | 3      |  | Hammerlords     |  |
| Exported Wealth:                                               |  | 10758*  |  | Peasants        |  | None   |  | Speardwarves    |  |
| Food Stores:                                                   |  | 937     |  | Dwarven Childrn |  | 3      |  | Spearlords      |  |
| Meat                                                           |  | 301     |  | Fishery Workers |  | 2      |  | Marksdwarves    |  |
| Fish                                                           |  | 17      |  | Farmworkers     |  | 12     |  | Elite Mrksdwrvs |  |
| Plant                                                          |  | 50      |  | Engineers       |  | 1      |  | Wrestlers       |  |
|                                                                |  |         |  | Trained Animals |  | A      |  | Elite Wrestlers |  |
|                                                                |  |         |  | Other Animals   |  | A      |  | Recruit/Others  |  |

☼Kobolds☼

Spring saw the kobolds in some disarray and reorganization. The diminutive kobolds were never prone to order, but strong emphasis was placed on a good defensive perimeter and protecting from potential threats. A migrant wave in early summer swelled the ranks and close to doubled the population. Crude shovels were crafted and excavation for new burrows began and the wall around the camp was completed. While the entrance bridge was boggled at the intrepid bolds set guard badgers, and other pets, including the camp Ogre to defend the vulnerable entrance. It was fortunate the defenses were finished as a squad of elves ambushed in late summer, killing valuable animals. The gate got it's first trial and slowly creaked shut, trapping the elves outside. Except for two, who in a shower of gore revealed themselves to the guard animals. A squad of spearbolds, led by Smakemupagus and followed by nearly two score angry kobolds decended on the elves, frantically trying to save their slumbering druids, who were in the path of destruction the pair of elves were wreaking. One of the druids was killed as the kobolds counter-attacked. Losses were high but the kobolds carried the day. How fortunate that the rest of the elves did not make it past the gate! The remainder of the year brought traders, and more migrants and the burrow began flourishing. Ample food and a relative safe haven.

Fort:  
[Spoiler](#) (click to show/hide)



Summary:  
[Spoiler](#) (click to show/hide)

| Village FPS: 150 (29) •Patternedswines• 1st Granite, 33, Early Spring |  |         |  |                 |  |        |  |                 |  |
|-----------------------------------------------------------------------|--|---------|--|-----------------|--|--------|--|-----------------|--|
| Animals                                                               |  | Kitchen |  | Stone           |  | Stocks |  | Justice         |  |
|                                                                       |  |         |  |                 |  |        |  |                 |  |
| Created Wealth:                                                       |  | 181879* |  | Population:     |  | 93     |  |                 |  |
| Weapons:                                                              |  | 1218*   |  | Diggers         |  | None   |  | Chopperbolds    |  |
| Armor and Garb:                                                       |  | 84624*  |  | Woodworkers     |  | 4      |  | Tribl chpprblds |  |
| Furniture:                                                            |  | 11750*  |  | Stoneworkers    |  | None   |  | Machetebolds    |  |
| Other Objects:                                                        |  | 37875*  |  | Rangers         |  | 12     |  | Tribal mchtblds |  |
| Architecture:                                                         |  | 15782*  |  | Metalsmiths     |  | 1      |  | Clubbolds       |  |
| Displayed:                                                            |  | 11388*  |  | Jewelers        |  | 1      |  | Tribal clubblds |  |
| Held/Worn:                                                            |  | 19242*  |  | Craftsbolds     |  | 13     |  | Bola throwers   |  |
| Imported Wealth:                                                      |  | 41214*  |  | Nobles/Admins   |  | 1      |  | Tribl bl thrws  |  |
| Exported Wealth:                                                      |  | None    |  | Peasants        |  | 1      |  | Spearbolds      |  |
| Food Stores:                                                          |  | 2754    |  | Children        |  | 34     |  | Tribal sperblds |  |
| Meat                                                                  |  | 251     |  | Fishery Workers |  | 15     |  | Bombardiers     |  |
| Fish                                                                  |  | 1060    |  | Farmworkers     |  | 7      |  | Tribal bombrdrs |  |
| Plant                                                                 |  | 21      |  | Engineers       |  | None   |  | Wrestlers       |  |
|                                                                       |  | Other   |  | Trained Animals |  | A      |  | Elite Wrestlers |  |
|                                                                       |  | 1387    |  | Other Animals   |  | A      |  | Recruit/Others  |  |

☼Gnomes☼

The year was marked by trial and difficulty. After the slaughter the previous year the survivors managed to pull through and by selling off



the possession of their deceased fellows acquired some much needed goods. But capable workers were few and automated systems had not yet been established. By summer a hydro-powered defensive loop is made and utilizes a windmill to empty the system, enabling some automated systems and fabrication machinery. The foundations for the gnomehold were begun and by fall laid out. High quality glass traps placed strategically ensured the safety of the entrance. One of the first automated machines to be installed was the Automated stonecutter. A resounding success, albeit a very dangerous one. The feed into and out of was deadly enough to nearly bludgeon a gnome to death and, he died in the hospital. 1500 blocks were produced. All told, a good year for the stabilization of the gnome fortress.

Fort:  
[Spoiler](#) (click to show/hide)



Summary:  
[Spoiler](#) (click to show/hide)

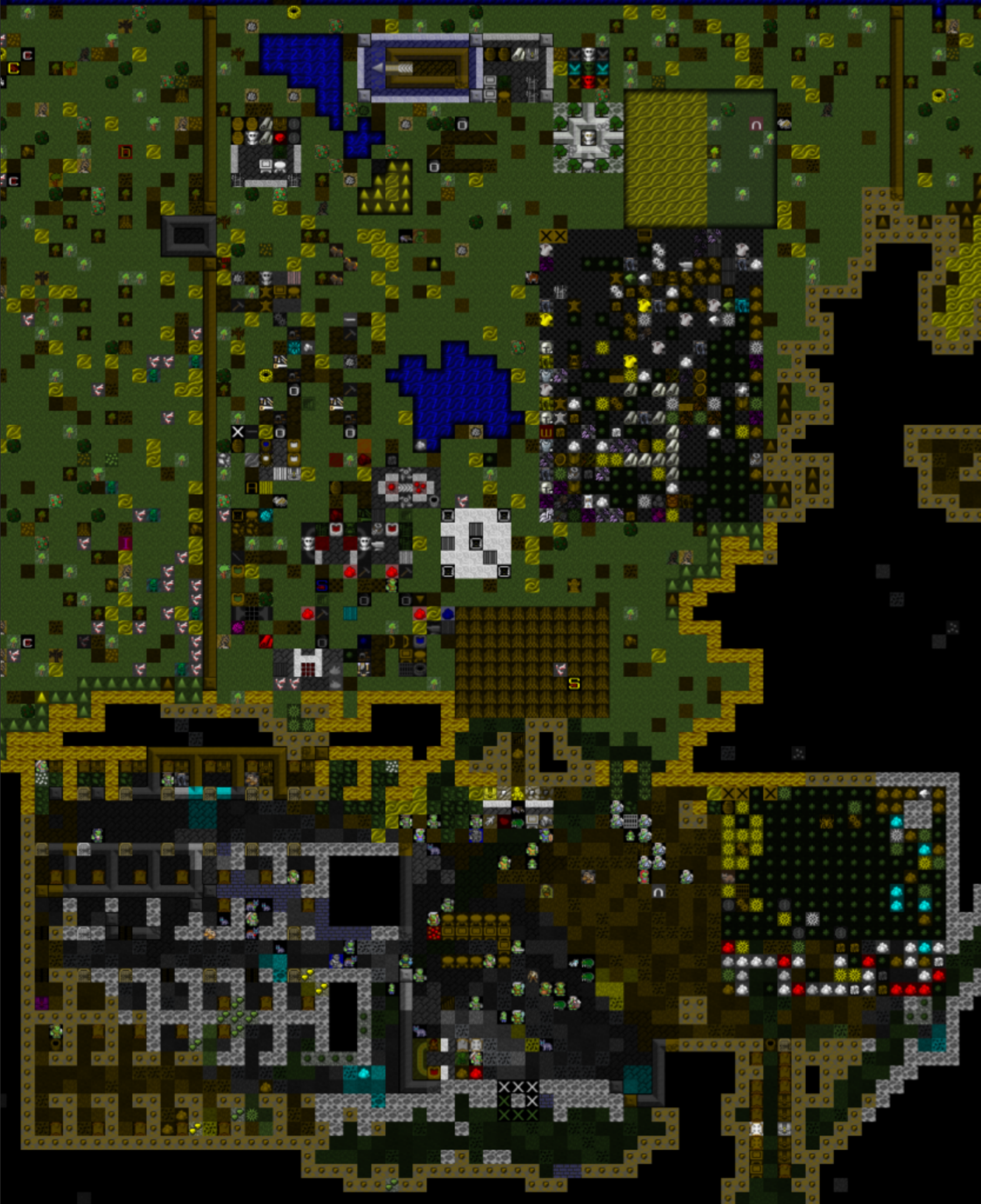
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|-----------------------------------------------------------------|--|------------|--|-----------------|--|------|--|-----------------|--|
| Outpost FPS: 150 (29), Shipdirect 1st Granite, 33, Early Spring |  |            |  |                 |  |      |  |                 |  |
| Animals Kitchen Stone Stocks Health                             |  |            |  |                 |  |      |  |                 |  |
|                                                                 |  |            |  |                 |  |      |  |                 |  |
| Created Wealth:                                                 |  | 714140     |  | Population:     |  | 17   |  |                 |  |
| Weapons:                                                        |  | None       |  | Miners          |  | 1    |  | Axe gnomes      |  |
| Armor and Garb:                                                 |  | 9420       |  | Woodworkers     |  | None |  | Axe Lords       |  |
| Furniture:                                                      |  | 43600      |  | Stoneworkers    |  | None |  | Swordsgnomes    |  |
| Other Objects:                                                  |  | 319290     |  | Rangers         |  | 5    |  | Swordmasters    |  |
| Architecture:                                                   |  | 182360     |  | Metalsmiths     |  | 1    |  | Macegnomes      |  |
| Displayed:                                                      |  | 159470     |  | Jewelers        |  | None |  | Mace Lords      |  |
| Held/Worn:                                                      |  | None       |  | Craftsgnomes    |  | 2    |  | Hammergnomes    |  |
| Imported Wealth:                                                |  | 76170      |  | Nobles/Admins   |  | 1    |  | Hammer Lords    |  |
| Exported Wealth:                                                |  | 18250      |  | Peasants        |  | None |  | Speargnomes     |  |
| Food Stores:                                                    |  | 208        |  | Children        |  | 2    |  | Spearmasters    |  |
| Meat                                                            |  | None       |  | Fishery Workers |  | 1    |  | Marksgnomes     |  |
| Fish                                                            |  | 28         |  | Farmworkers     |  | 4    |  | Elite Marksgnms |  |
| Plant                                                           |  | 24         |  | Engineers       |  | None |  | Wrestlers       |  |
|                                                                 |  | Seeds 59   |  | Trained Animals |  | A    |  | Elite Wrestlers |  |
|                                                                 |  | Drink None |  | Other Animals   |  | A    |  | Recruit/Others  |  |
|                                                                 |  | Other 97   |  |                 |  |      |  |                 |  |

☼Orcs☼

A new change of leadership brings fresh scents into the orc camp. The warleader immediately takes issue with the previous system of organization (read giant pile of everything stockpile). A multitude of changes ensue, including multiple drafts. A spring migrant wave serves to boost the work capability, while a failed mood provides the only loss of life. Of the orcs. A second migrant wave in summer further swelled ranks. Reptile men have risen from the depths and are attacking the fortress! Oh, never mind. The pet wolves dealt with it. Of course then came the real pests. Giant roaches from the depths caused mass confusion before being dispatched by the orc squads. First raid sent out to goblins, for muckraker to get peat for fuel. An artifact wooden cup was created. A forgotten beast (A towering hairy flame-breathing mayfly) rose from the depths to attack and was killed at the cost of three orc defenders. A squad of elves foolishly attacked and were slaughtered, no losses. And a forest titan, a giant scarab beetle with a poisonous sting. Also killed. Oh, and an ash blob, since they were out of giant bugs. No losses. Plenty to keep them busy and it is the reason for corpses and bodyparts everywhere.

Fort:  
[Spoiler](#) (click to show/hide)





Summary:  
[Spoiler](#) (click to show/hide)

|                                                                     |  |           |  |                 |  |        |  |                 |  |         |  |
|---------------------------------------------------------------------|--|-----------|--|-----------------|--|--------|--|-----------------|--|---------|--|
| Village FPS: 150 (28), ♦Peacedemonic♦ 1st Granite, 33, Early Spring |  |           |  |                 |  |        |  |                 |  |         |  |
| Animals                                                             |  | Kitchen   |  | Stone           |  | Stocks |  | Health          |  | Justice |  |
|                                                                     |  |           |  |                 |  |        |  |                 |  |         |  |
| Created Wealth:                                                     |  | 319329♦   |  | Population:     |  | 53     |  |                 |  |         |  |
| Weapons:                                                            |  | 19252♦    |  | Miners          |  | 3      |  | Axeorcs         |  | 10      |  |
| Armor and Garb:                                                     |  | 110907♦   |  | Woodworkers     |  | 3      |  | Axe Lords       |  | None    |  |
| Furniture:                                                          |  | 21180♦    |  | Stoneworkers    |  | 1      |  | Swordorcs       |  | 2       |  |
| Other Objects:                                                      |  | 47816♦    |  | Rangers         |  | 1      |  | Swordmasters    |  | None    |  |
| Architecture:                                                       |  | 29360♦    |  | Metalsmiths     |  | 6      |  | Maceorcs        |  | 1       |  |
| Displayed:                                                          |  | 23811♦    |  | Jewelers        |  | None   |  | Mace Lords      |  | None    |  |
| Held/Worn:                                                          |  | 67003♦    |  | Craftsorcs      |  | 5      |  | Hammerorcs      |  | None    |  |
| Imported Wealth:                                                    |  | 35442♦    |  | Nobles/Admins   |  | 3      |  | Hammer Lords    |  | None    |  |
| Exported Wealth:                                                    |  | 7438♦     |  | Peasants        |  | None   |  | Spearorcs       |  | 1       |  |
| Food Stores:                                                        |  | 912       |  | Orcish Children |  | 4      |  | Spearmasters    |  | None    |  |
| Meat                                                                |  | 337       |  | Fishery Workers |  | None   |  | Snipas          |  | None    |  |
| Fish                                                                |  | None      |  | Farmworkers     |  | 10     |  | Elite Crssbmns  |  | None    |  |
| Plant                                                               |  | 58        |  | Engineers       |  | 3      |  | Wrestlers       |  | None    |  |
|                                                                     |  | Seeds 90  |  | Trained Animals |  | 3      |  | Elite Wrestlers |  | None    |  |
|                                                                     |  | Drink 3   |  | Other Animals   |  | 20     |  | Recruit/Others  |  | None    |  |
|                                                                     |  | Other 424 |  |                 |  |        |  |                 |  |         |  |

☼Humans☼

Well, a cheesemaker is leading the humans. So of course he's going to be focusing on food. Fresh water from the river (instead of a muddy pond) and conversion of the edible plants into alcohol. A early summer migrant wave swelled the ranks and brought some capable military people, promptly drafted but ill equipped. Walls were expanded and some houses were started. Apparently the leader spent most of the time trying to make an artifact mechanism. Traded for goods, but lost the broker when a lizardman invaded and killed him. A quiet peaceful year with a focus on fortress construction and acquisition of raw materials.

Fort:  
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Summary:  
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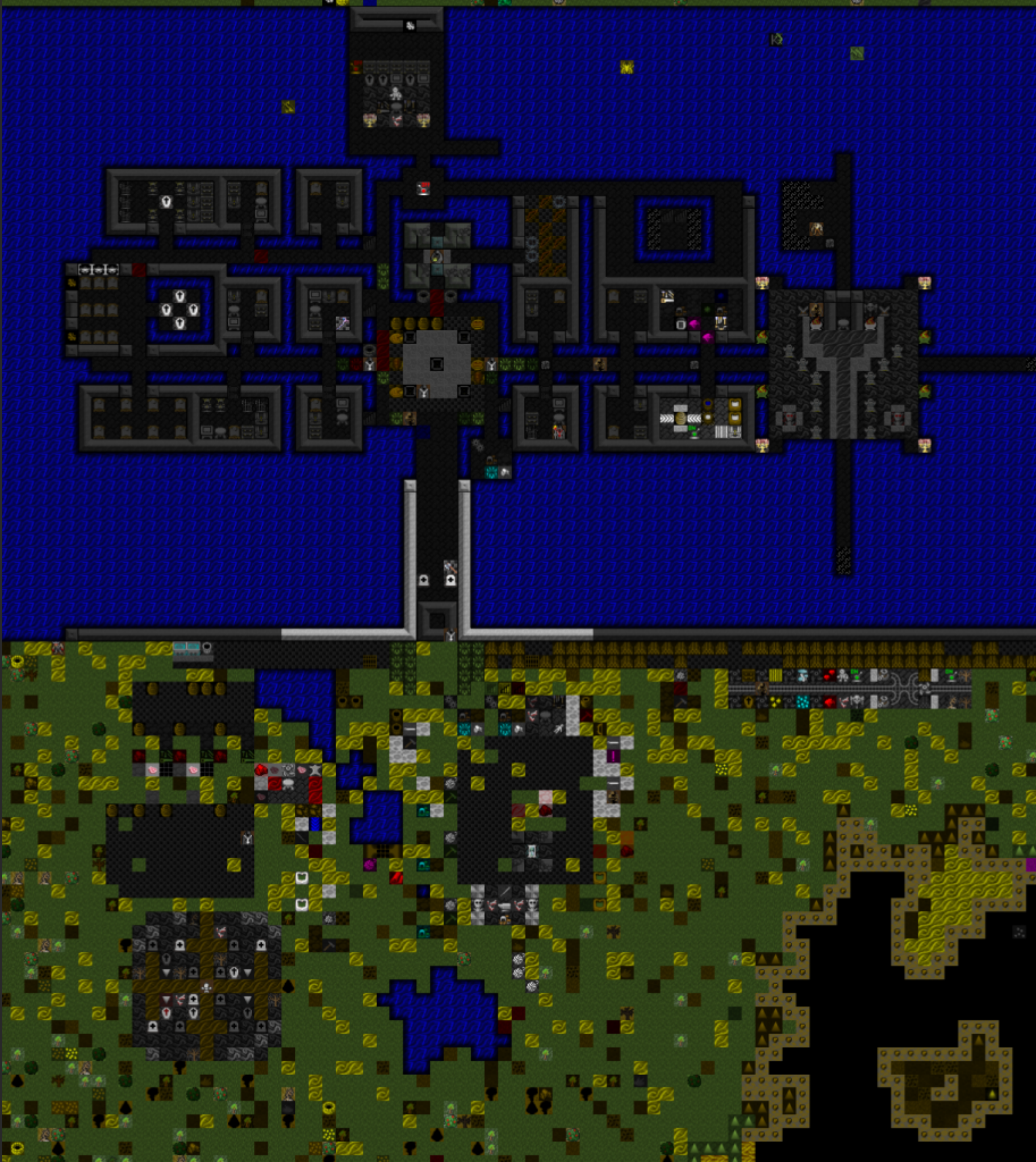
|                                                                                 |      |       |       |      |                 |  |  |  |  |
|---------------------------------------------------------------------------------|------|-------|-------|------|-----------------|--|--|--|--|
| Hamlet Xugothuro, ♣Blockwade♣    FPS: 150 (29)    1st Granite, 33, Early Spring |      |       |       |      |                 |  |  |  |  |
| Animals    Kitchen    Stone    Stocks    Justice                                |      |       |       |      |                 |  |  |  |  |
| Created Wealth:                                                                 |      |       |       |      |                 |  |  |  |  |
| You need a broker with the appraisal skill.                                     |      |       |       |      |                 |  |  |  |  |
| Trade Information:                                                              |      |       |       |      |                 |  |  |  |  |
| You need a broker with the appraisal skill.                                     |      |       |       |      |                 |  |  |  |  |
| Food Stores:                                                                    |      |       |       |      |                 |  |  |  |  |
| Meat                                                                            | 200? | Seeds | 60?   |      |                 |  |  |  |  |
| Fish                                                                            | 100? | Drink | 10?   |      |                 |  |  |  |  |
| Plant                                                                           | 70?  | Other | 1000? |      |                 |  |  |  |  |
| Population:                                                                     |      |       |       | 34   |                 |  |  |  |  |
| Miners                                                                          |      |       |       | 3    | Axemans         |  |  |  |  |
| Woodworkers                                                                     |      |       |       | 5    | Axe Lords       |  |  |  |  |
| Stoneworkers                                                                    |      |       |       | None | Swordsmans      |  |  |  |  |
| Rangers                                                                         |      |       |       | 2    | Swordmasters    |  |  |  |  |
| Metalsmiths                                                                     |      |       |       | 1    | Macemans        |  |  |  |  |
| Jewelers                                                                        |      |       |       | 2    | Mace Lords      |  |  |  |  |
| Craftsmans                                                                      |      |       |       | 2    | Hammermans      |  |  |  |  |
| Nobles/Admins                                                                   |      |       |       | 2    | Hammer Lords    |  |  |  |  |
| Peasants                                                                        |      |       |       | None | Spearman        |  |  |  |  |
| Children                                                                        |      |       |       | None | Spearmasters    |  |  |  |  |
| Fishery Workers                                                                 |      |       |       | 6    | Crossbowmans    |  |  |  |  |
| Farmworkers                                                                     |      |       |       | 6    | Elite Crssbwms  |  |  |  |  |
| Engineers                                                                       |      |       |       | 2    | Wrestlers       |  |  |  |  |
| Trained Animals                                                                 |      |       |       | A    | Elite Wrestlers |  |  |  |  |
| Other Animals                                                                   |      |       |       | A    | Recruit/Others  |  |  |  |  |

☼Warlocks☼

Spring saw the warlocks appoint their official Overlord and he continued work with their characteristically strange building location. Not that a series of rooms connected by walkways hovering over a major river was that wierd. A few ... things, fell into the river and drowned. Hey, who's throwing poo? Monkeys were slaughtered for their indiscretions, and skunks as well, just for fun, and to improve the odor of the undead working for them. Rampant slaughter of wildlife continued in the summer months but the overlord was not pleased. Not pleased at all by the lack of wanton destruction. Not pleased by his accommodations, nor the ineptness with which he was surrounded. By fall this was rectified and he was formally annointed OVERLORD. Yes, the caps are necessary. He insists. Progress was slow due to lack of resources. Living breathing ones to turn into much needed byproducts. The OVERLORD himself spent most of the time finding such resources and making them available to everyone else. Fortress defense was improved and is stable and supplied.

Fort:  
[Spoiler](#) (click to show/hide)





Summary:  
[Spoiler](#) (click to show/hide)

|                                             |  |            |  |                               |  |                                                                                       |  |         |  |                 |  |                                                                                       |  |      |  |
|---------------------------------------------|--|------------|--|-------------------------------|--|---------------------------------------------------------------------------------------|--|---------|--|-----------------|--|---------------------------------------------------------------------------------------|--|------|--|
| Hamlet SFPS: 150 (29) ●Chainedentrails●     |  |            |  | 1st Granite, 33, Early Spring |  |                                                                                       |  |         |  |                 |  |                                                                                       |  |      |  |
| Animals                                     |  | Kitchen    |  | Stone                         |  | Stocks                                                                                |  | Justice |  |                 |  |                                                                                       |  |      |  |
| Created Wealth:                             |  |            |  | Population:                   |  | 34                                                                                    |  |         |  |                 |  |                                                                                       |  |      |  |
| You need a broker with the appraisal skill. |  |            |  | Miners                        |  |  |  | 2       |  | Axemen          |  |  |  | None |  |
|                                             |  |            |  | Woodworkers                   |  |  |  | None    |  | Axe cryptlords  |  |  |  | None |  |
|                                             |  |            |  | Stoneworkers                  |  |  |  | None    |  | Swordsmen       |  |  |  | None |  |
|                                             |  |            |  | Rangers                       |  |  |  | None    |  | Swrds cryptlrd  |  |  |  | None |  |
| Trade Information:                          |  |            |  | Metalsmiths                   |  |  |  | None    |  | Macemen         |  |  |  | None |  |
|                                             |  |            |  | Jewelers                      |  |  |  | 1       |  | Mace cryptlords |  |  |  | None |  |
| You need a broker with the appraisal skill. |  |            |  | Craftsmen                     |  |  |  | 12      |  | Hammermen       |  |  |  | None |  |
|                                             |  |            |  | Nobles/Admins                 |  |  |  | 2       |  | Hammr cryptlrd  |  |  |  | None |  |
|                                             |  |            |  | Peasants                      |  |  |  | 14      |  | Spearmen        |  |  |  | None |  |
|                                             |  |            |  | Children                      |  |  |  | 1       |  | Spear cryptlrd  |  |  |  | None |  |
|                                             |  |            |  | Fishery Workers               |  |  |  | 1       |  | Crossbowmen     |  |  |  | None |  |
| Food Stores: 487                            |  |            |  | Farmworkers                   |  |  |  | 1       |  | Crssbw cryptlrd |  |  |  | None |  |
| Meat 8                                      |  | Seeds 6    |  | Engineers                     |  |  |  | None    |  | Brawlers        |  |  |  | None |  |
| Fish 3                                      |  | Drink None |  | Trained Animals A             |  |  |  | None    |  | Vicious bawlr   |  |  |  | None |  |
| Plant None                                  |  | Other 470  |  | Other Animals A               |  |  |  | None    |  | Recruit/Others  |  |  |  | None |  |

☼Succubi☼

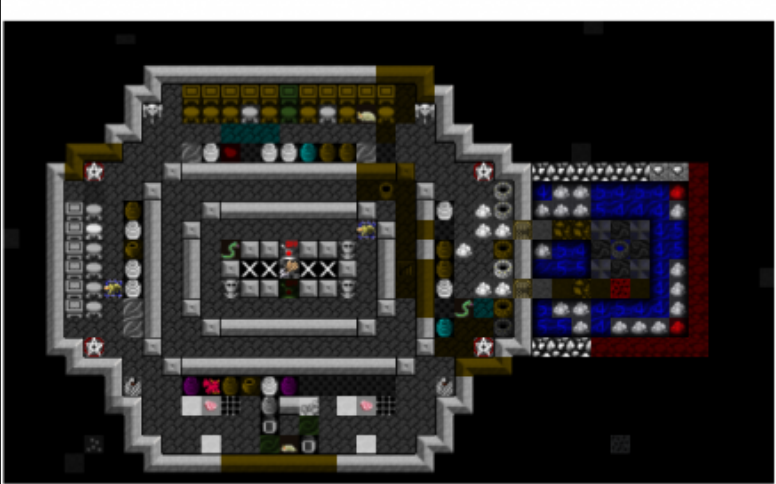
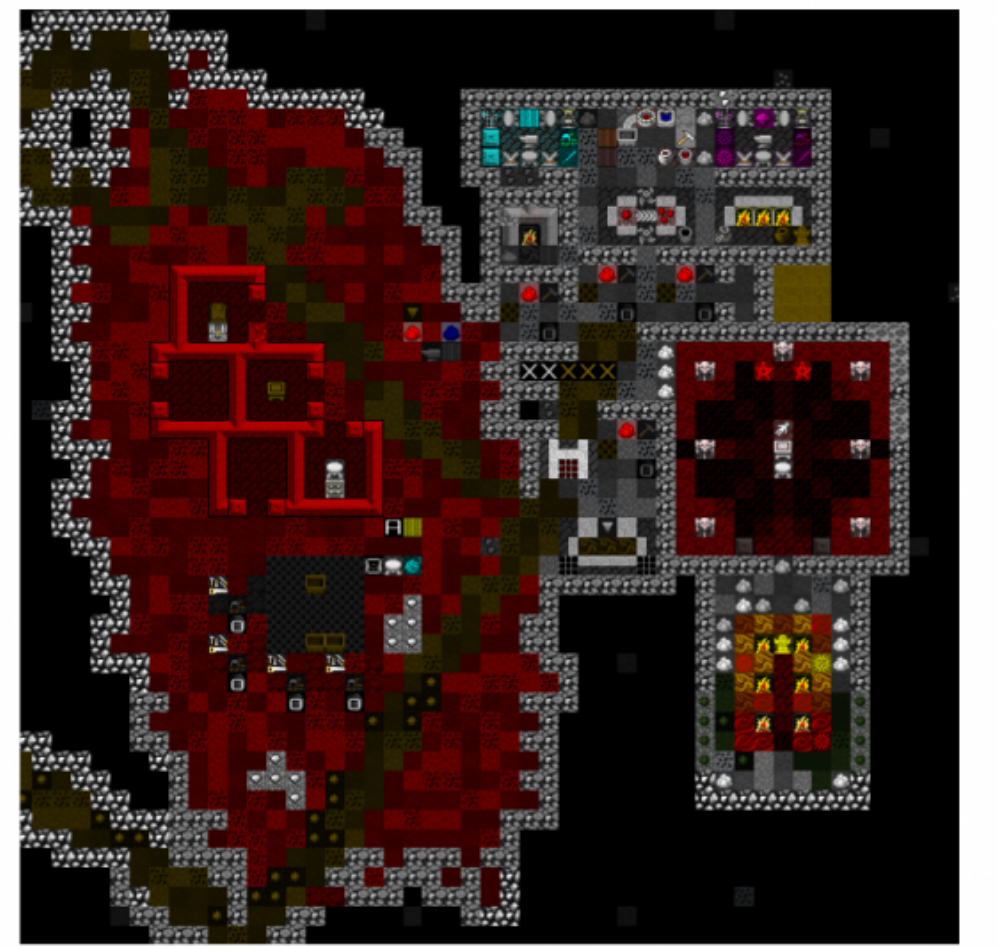
Construction and fortification was the byword of the Succubi in the second year, particularly with the new overseer that arrived in a group of 16 migrants. Not that there wasn't parties with scantily clad red-skinned vixen hitting each other with pillows, but one can't always train for combat. Trade went smoothly in spring and summer and the emphasis on a workable and secure fort paid dividends. The cavern was explored, though a skirmish in summer with heavily armored antmen left four of their number dead. Their cages were also capturing intruders, humans and elves mostly. For sinister and lascivious reasons, of course. A small wave of migrants in late summer boosted population a little more. Dwarves attacked in fall and were lured into cage traps as well, and another small migrant wave came in late fall. Construction of a large communal shower took high priority. A good lather is important. Construction of the depot and brothel in winter was completed but much was left undone.

Fort:  
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Spoiler (click to show/hide)



Summary:





pair of discrete drains near the Westgate bridge should greatly quicken the cooldown of our second most powerful weapon.

1st Timber: Certain amongst the kobolds have begun muttering amongst themselves. They speak against me and my mind of gears and steel. They say my machines, my weapons and my Wall are a poison. They say we have become those we despise, that our Valley of peace and harmony has become a dwarven fortress in all but name. No one challenges my authority to my face, but they WHISPER.

2nd Timber: The Crimes Against Nature Machine brutally gibs an entire herd of grey langurs. The whisperers say my forge is fueled by blood and that the weapon trap is a way of extracting it from innocent animals. They imply I consort with dark sorceries and corrupt the pure nature magic of our kind.

12th Timber: The whisperers no longer stop their gossip when they notice me. Every word I say is twisted against me. I’ve taken to spending what little free time I have in the turret of the archer tower, where I cannot hear their whispers.

20th Timber: The people are restless, stirred up by the nameless faceless whisperers. I begin holding public executions, where I throw captives from the top of my turret onto the spikes I’d had placed below it. It works, the people are both cowed by my ruthlessness and impressed by the designs that captured them in the first place. But, in the night when all else is silent, I can still hear their whispers of sedition and unrest.

24th Timber: The Chaste Choppers begin their ascension to Witche[r]s. The whisperers mutter darkly, but make no move against me. They’re biding their time, waiting for a moment of weakness. I will NOT give it to them.

28th Timber: Asmoth, the Archdruid, begins the ritual of indoctrinating another prospective candidate into his order’s ranks.

1st Moonstone: The Shaman, after having cast the bones, calls this a winter of ill omen. They predict that innocent blood will be spilt upon the soil of the Valley, misery will be called down from its lair and that fire will be quenched by frost. I do not usually subscribe to such superstitions, but I know only too well that the power our Shaman possesses are all too real. There is a fell chill in the air.

[[OOC:Winter update to follow before this Saturday.]]

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **February 12, 2015, 01:21:32 am**

Paulus, great job on that chart for the Year 2 comparison!  
Clearly your ranking points doesn't put enough emphasis on sentient kills though :P

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Taupe** on **February 12, 2015, 01:56:43 am**

That last Warlock post was absolutely awesome. I laughed. I usually don't do that. Good job.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Boltgun** on **February 12, 2015, 03:31:50 am**

Quote from: Paulus Fahlstrom on February 11, 2015, 07:22:47 pm

Quote from: Boltqun on February 10, 2015, 03:16:05 pm

There should be a year 2 comparison, I'll write it this week end if Meph does not have the time.

Boltgun, I've already started on the comparison and may have it up today. If not, then tomorrow. Just organizing screencaps and whatnot still.

Cool, thank you.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Paulus Fahlstrom** on **February 12, 2015, 07:04:56 pm**

Summary is fully done. ranking took a variety of things into account, and the humans suffered a pretty severe penalty for having no broker due to death. Based on strength of the forts I would probably rank them as follows: Succubi, Orcs, Kobolds (well supplied but ill defended), Warlocks, Hermit, Humans, Gnomes, Dwarves. I only rank dwarves last because of the chaos that was impending with two werewolves/soldiers in the fort and the imminent spiral.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 12, 2015, 11:23:20 pm**

Quote from: Taupe on February 12, 2015, 01:56:43 am

That last Warlock post was absolutely awesome. I laughed. I usually don't do that. Good job.

Thanks! Which part did you like the most?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Taupe** on **February 12, 2015, 11:55:48 pm**

Quote

Oh my God, these warlocks, man. They're just... SO DUMB. You wouldn't normally expect this level of stupidity from a magic user. I don't know.

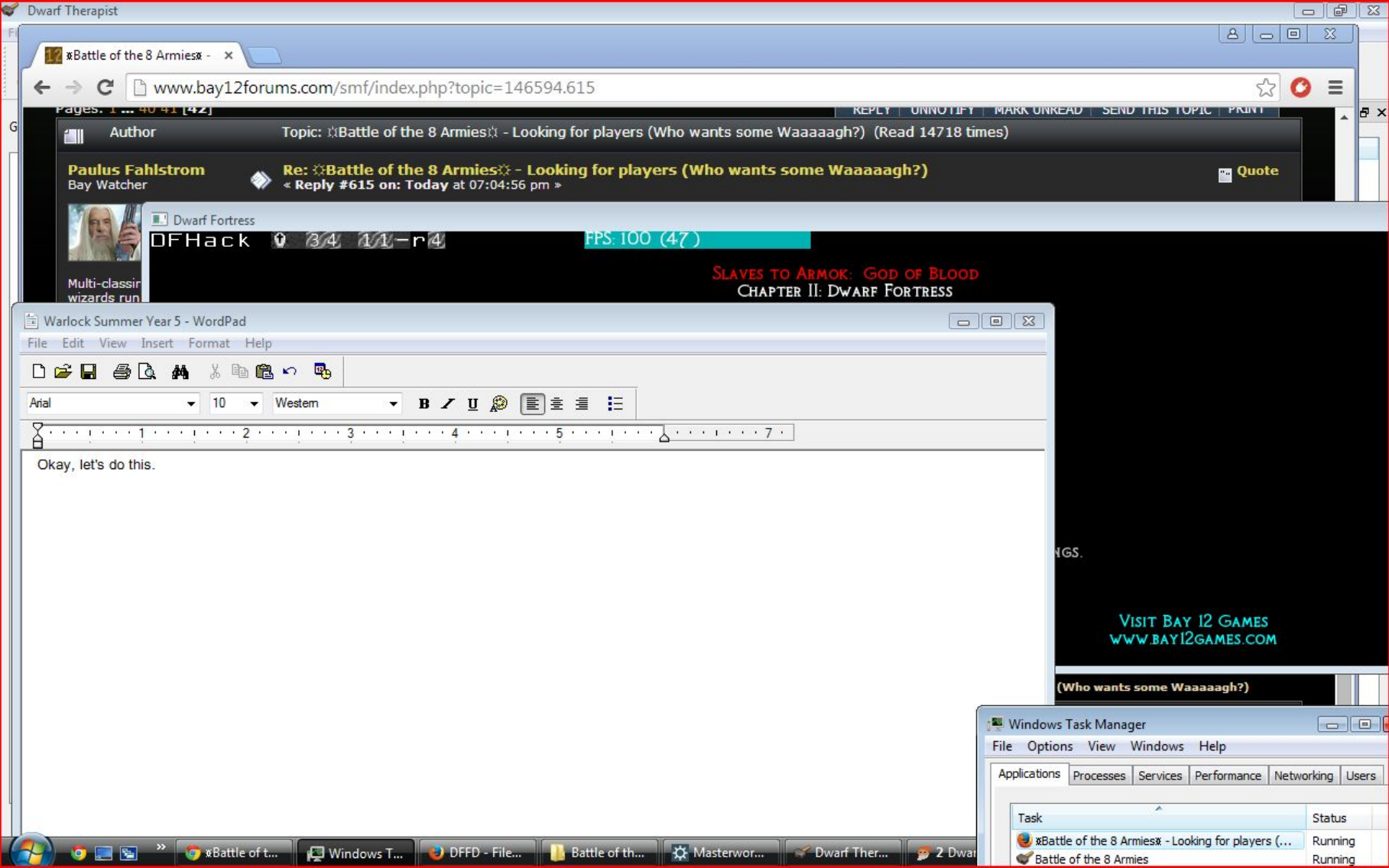
This made me laugh more than it should, but the whole thing was pretty good.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 13, 2015, 01:01:10 am**

WARLOCK Summer of 35 (Part 1)

Spoiler (click to show/hide)





1st Hematite, 35

I am told that summer has begun today. Doesn't really feel any different. You know, I wasn't aware that the Overlord kept track of such things. Maybe there's a bit more to him after all. He has layers. Like an onion. Both have a hidden facet or two, and the smell of both makes you cry. Seriously, this guy needs a bath or something...

Construction continues, etc., etc. Sometimes I don't understand why I even write this.

Why am I even still here? I'm not in a phylactery, and there's no danger of it in the future, since I've set the Soul Syphons to ignore me and I doubt that any of these assholes are competent enough to set it back. I could leave whenever I want.

I'll have to think on this.

2nd Hematite, 35

I can not, in fact, leave whenever I want. I appear to be confined to an arbitrary, roughly square area, presumably until my year of apparently enforced Overseeing is up.

Well, that's disappointing.

Spoiler (click to show/hide)



I have once again modified the plans for Project Other Pylon to include walls on the second floor. This way, enemies with ranged weapons can't pick off all of the zombies when they rush back and forth on their quest to pick up microscopic pieces of trash and put them down again in a random location, only for some other zombie to pick it up again and repeat the process. Or at least, that's what's going on according to the Overlord.

I think I've established by now that he probably isn't a reliable source, but he's also the only source. I take what I can get.

But I digress.

Spoiler (click to show/hide)

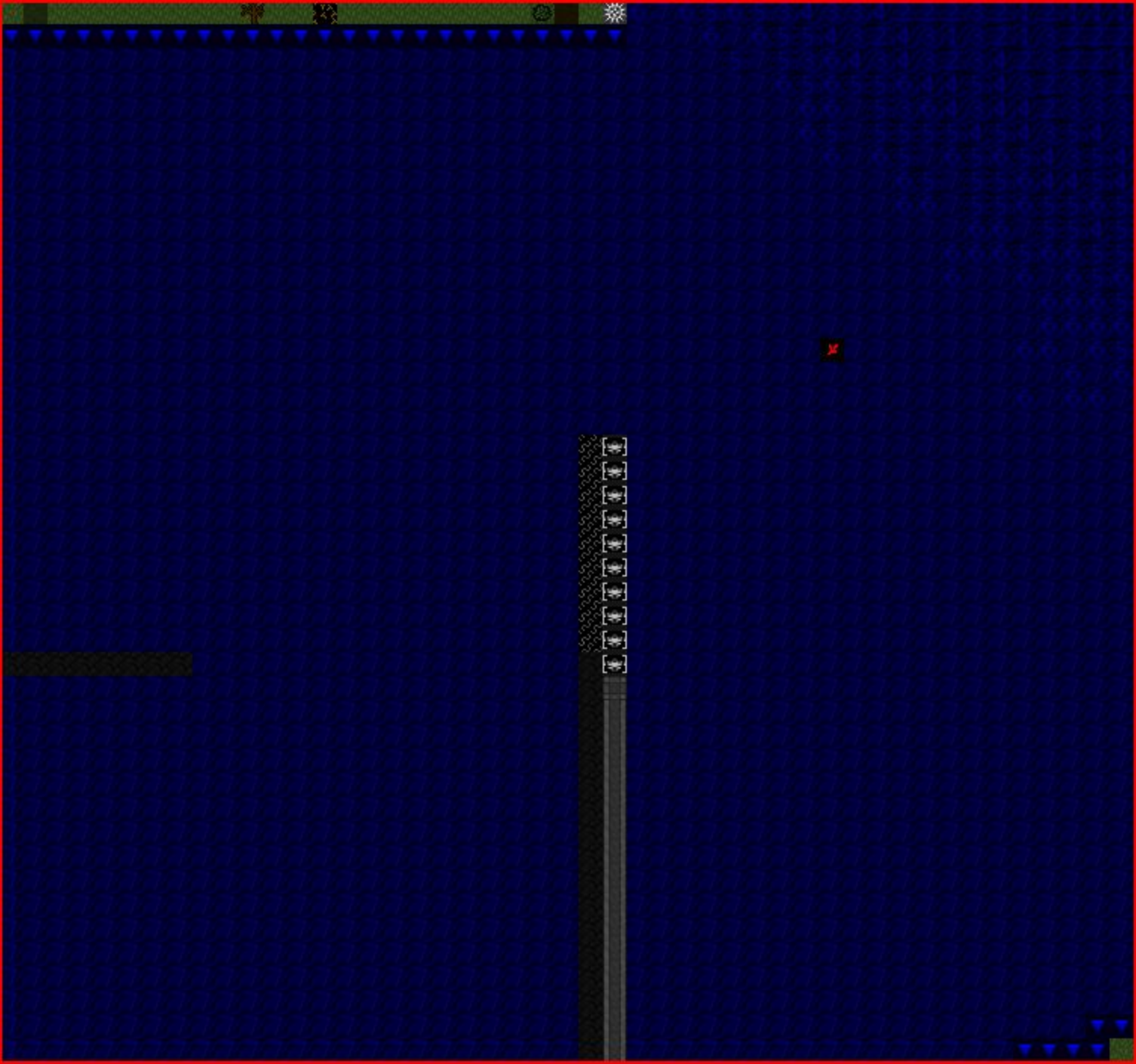


My other big project, the dam across the river, is also going well. It's close to halfway across now. I'm sure it'll be done before the end of the year.

To make that a bit more evident, here's another drawing.

Spoiler (click to show/hide)





5th Hematite, 35

[Spoiler](#) (click to show/hide)



The Overlord is touching my Graveyard.

I don't know how I feel about that.

11th Hematite, 35

[Spoiler](#) (click to show/hide)



Project Other Pylon is complete. Well, most of it. The important parts.

Okay, so, what shall I do now?

Do... we have any glass?

Yeah, there's a couple items running around, but nothing special.

Well, I know what we're doing next.

[Spoiler](#) (click to show/hide)





There's sand scattered around everywhere, but this cave appears to be the biggest concentration of it.

Project Glass Factory begins.

It will require miners.

I... think we have miners.

Weren't they skeletons or something?

And don't those just go out of control and mindlessly wander after a while?

Fuck.

OOO: I can't even find skeletons on the unit list. The fuck?

12th Hematite, 35

Oh, the humanity... Warlockity? Whatever... Project Glass Factory is killed before it even gets started.

Well, back to the drawing board.

...

Ooh, I know! Add on to the "tower"!

I'm going to make a fourth floor, and a fifth, and a sixth, and I'll trap the Overlord on the seventh so he'll stop touching my graveyard, and I'll quarantine Only Competent Necromancer and He Who Builds Graveyards on the eighth so they don't catch whatever made everyone else stupid...

Project Fourth Floor (And Beyond?) begins.

21st Hematite, 35

[Spoiler](#) (click to show/hide)



Holy shit! There is a miner!

Project Glass Factory rises from the grave! It is now Zombie Project Glass Factory! It will continue to eventually create pointless glass items for the "tower" far into the future, when it will eventually be destroyed by a dragon named Steve.

Steve will be a very unhappy dragon, for his parents will decide to name him Steve as a calculated insult to the humans. The humans will respond by sending their strongest adventurer, who will subsequently lightly thwap them to death with an Adamantine Balaclava. Steve will have to admit that he will have no idea what a Balaclava is, but will think that it is some kind of musical instrument.

[Spoiler](#) (click to show/hide)



Pictured: The leading instrument in the woodwind section. Definitely not endorsed by serial killers everywhere.

The first ever musical instrument he will ever encounter will be an artifact glass tuba.

I think you know where I'm going with this.

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OOC: This is all I got done today. Figured I'd go ahead and post it before I got (too) tired and started spewing (even more) random bullshit. Will do more later.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **February 15, 2015, 10:15:33 pm**

Just wanted to let you guys know that I'm online again. Was stuck 90h in a train.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Pencil\_Art** on **February 16, 2015, 02:46:28 am**

Wait, what? Heck of a long train ride.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Boltgun** on **February 16, 2015, 04:06:02 am**

Quote from: Meph on February 15, 2015, 10:15:33 pm  
Just wanted to let you guys know that I'm online again. Was stuck 90h in a train.

After staying this long in a train, walking sideways must be a joy.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 19, 2015, 06:45:06 pm**

So, after Murphy took a look at my schedule before bursting out laughing and grabbing dynamite, I can no longer continue this.

Here's the save. (<http://dff.d.bay12games.com/file.php?id=10605>)

I'm writing something up as a consolation, but it may take a while.

Sorry.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **February 23, 2015, 08:46:43 pm**

Murphy who?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **PyroTechno** on **February 25, 2015, 01:03:14 am**

Quote from: Meph on February 23, 2015, 08:46:43 pm  
Murphy who?

Link ([http://en.m.wikipedia.org/wiki/Murphy%27s\\_law](http://en.m.wikipedia.org/wiki/Murphy%27s_law))

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Arcvasti** on **February 25, 2015, 11:52:45 pm**

## ☼Kobolds☼ Redux

2nd Moonstone: While making the entire Wall out of pure glass would be much more impressive, I've begun using our newly discovered clay reserves to supplement them.



4th Moonstone: The Chaste Choppers are now all Witche[r]s and the newest Druid recruit begins his meditation. I shudder to think of the fate of the enemies who will have this magical power wielded against them.

12th Moonstone: I send our Thief out to steal Metal from the Dwarves. Instead, he brings back rocks. Sigh.

21st Moonstone: The whispering is getting worse. They’re all conspiring behind my back, I can FEEL it. I forge some new bloodsteel scourges for the Lascivious Lashes. The ringing of my hammer on anvil nearly drowns them out. Nearly.

25th Moonstone: Our Thief uncovers a Dwarven blueprint for a Metallurgist. To build it, we’ll need another anvil and some iron. I have some iron doodads melted down and some miscellaneous bars melted into a makeshift anvil.

4th Opal: The Metallurgist is built. Most of the alloys it allows us to make are pointless, fit only for ornamentation or of similar composition to bronze. But, with steel and silver, we can make MITHRIL. Meanwhile, progress on the Wall goes well, mostly thanks to the new influx of clay bricks.

6th Opal:  
At my usual place at the top of the tower, so as best to avoid the whisperers, I spot something unusual.

Spoiler (click to show/hide)  
The Hill Titan Glen Scaletride has come! A huge eyeless tortoise. It has a pair of squat antennae and it emanates an aura of giving and kindness. Its heliotope scales are blocky and close-set.

This could be a problem. I order the entire military mobilized. Aura of kindness or not, this thing is FAR from friendly.

10th Opal: The fight, despite the superior size and strength of the Hill Titan, is one-sided. The militia entangle the Hill Titan completely in webs and roots and then get down to business with their mithril weapons. The odd artifact turret being worn by the militia’s leader strikes the final blow, its oddly dense missile tearing through skull and brain like paper. I order the military to stand down and that the Titan corpse be brought inside to be butchered. There’s quite a bit of meat on that thing, as well as a substantial shell.

20th Opal: The Rains of Iridmedtob now finally have enough blowdarts to be effective. The whisperers have upped their campaign. It’ll only take one short sharp shove to make them devolve into open mockery. I sleep at the top of my tower more often than not nowadays. The whispering can’t follow me up there. I have our Thief start stealing wood again, we need more if it to fuel our furnaces.

25th Opal: The Titan has been butchered, revealing as odd a biology within as without. For example, it has five hearts. Five. It seems unfinished, as if someone tacked a lizard onto a crab onto something else and then mixed in a couple elephants for flavour.

1st Obsidian: Using a plan stolen from the centaurs along with some logs, I order a Tattoo Parlour built. Because why not.

7th Obsidian: The whisperers have begun turning even my supporters against me. They call for me to be stripped of my power and a true representative of the people appointed. Asmoth and his fellow Druid are the first to receive the new tattoos, as some kind of Druidic symbol or another.

10th Obsidian: I send the Thief out to steal from the Werewolves. Their knowledge of animal breeding and training, while not exactly objectively motivated, is impressive. Instead of their secrets, he brought back... something else. I don’t care what anybody else says, that THING is NOT meat.

12th Obsidian: Some Gnomes have showed up, toting a comical assortment of vaguely weapon-shaped objects. I think they’re trying to menace us. We’re under siege, I guess?

As tempting as it is to kill them with the Drowning Chamber or even their own pilfered Thunder Coil, our militia outnumbered them 18 to 15 and has better magic, weaponry, armour and training. It will be a massacre.

16th Obsidian: The Gnomes are finally closing in on the Westgate. The Rains of Iridmedtob let loose a halfhearted volley of blowdarts, dealing a few minor injuries to the invaders.

The real battle, once joined, is over in minutes. The entangling roots and webs of our Witche[r]s keep them restrained and the lightly armoured Gnomes are butchered by our mithril and bloodsteel armaments. We suffered no injuries.

17th Obsidian: There is no celebration of the battle, if you could even call it that. The whisperers speak of dark sorceries used on innocent nature-loving Gnomes. Even my greatest triumph is diluted by the whisperers now. I seldom leave my tower now, as its isolation helps me forget about the whisperers.

21st Obsidian: They don’t even bother whispering anymore. My tower is a pitiful refuge. I’ve been up here near a day, and it doesn’t help any. The village chief came up, to talk with me. He urged me to comply, to give in. He wheedled, persuaded and bribed. And then he whispered. He shouldn’t have whispered. All it took was a short sharp shove.  
Entoni Screntoobonins, Village Chief Deceased

*The journal ends here*

*Details of the Sixth Old Druidic Trial, an engraved bone slab*  
Amongst those who were present, there was the accused, a Metalsmith named Arcvasti Miserycalled, Asmoth, the Archdruid and presiding judge and his brother Druid Shononi, present as a witness. The scales were forged of copper by a Salamander-sign child, in accordance with the designs of old. First placed on the scales was the corpse of the Chief Arcvasti had murdered. Arcvasti then placed a block of glass[Symbolizing his part in building the wall], a bar of bloodsteel[Symbolizing his work as a Metalsmith] and a mechanism[Symbolizing his role in the construction of the Thunder Coil and Drowning Chamber], balancing the scales. To retort, Asmoth piled ash[Symbolizing the Metalsmith’s disregard for nature] and blood[Symbolizing those the Elves and Gnomes he butchered while they were helpless] on the scales, tipping them once more. In response, Arcvasti put the skull of the Hill Titan on the scales. The scales, overburdened by all that was on them, broke. According to the Old Law of the Druids, Asmoth stripped the accused of all power, consigning them to life as a normal Metalsmith from now on. Arcvasti was also tattooed on the forehead, to forever mark him as a murderer and oathbreaker.

Right. Finally done my Year 3.

- Spoiler: Instructions & link for next Overseer (click to show/hide)
- 1: The Thunder Coil, when powered, creates an instance of dragonfire in a random square within its range whenever the machina DFhack program updates. Its approximate range is denoted by the restricted[You can view this with "d>o"] area around it. Please note that the drainage gates and the Westgate itself are vulnerable to destruction if the Thunder Coil is turned on, so handle with caution.
  - 2: Job assignments. You've got like ~50 Blanks lying around waiting to be assigned to an actual job. Fiddling around with those who already have jobs is much less efficient.
  - 3: Notes. I've left lots of notes[You can view these with "N"] around to label levers and some non-intuitive workshops and such.
  - 4: Bolding. I've taken the liberty of naming the new Village Chief after you. You may want to build yourself a cool tomb. I know **\*\*I\*\*** did, and also a kickass one for Asmoth, if they ever die.
  - 5: Link here (<http://dffd.bay12games.com/file.php?id=10620>)

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**

Post by: **mate888** on **February 26, 2015, 12:40:16 pm**

Okay. My turn has begun... I guess. Nobody's on the list and I asked for the turn and Meph said yes so... I guess it's my turn now? If so MY BODY IS READY because most probably I'll not know how half of the things in the camp work. I could look it up in the manual but... Where's the !!FUN!! that? I'll figure something out.

EDIT: Oh, so THAT is what they call and FPS death.  
DOUBLE EDIT: No, wait a minute, wait... This is actually running alright!  
Oh, my Lord this is actually running well?! That means that in the laggy forts I've been into it was moslty the blood, vomit and gore the things that caused lag and not the amount of dwarves... Interesting.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**

Post by: **smakemupagus** on **February 26, 2015, 01:42:17 pm**

Nice turn Arcvasti :D

Quote from: mate888 on February 26, 2015, 12:40:16 pm

Oh, my Lord this is actually running well?! That means that in the laggy forts I've been into it was moslty the blood, vomit and gore the things that caused lag and not the amount of dwarves... Interesting.

Number of dwarves and other creatures definitely matters, but a lot of their lag comes from pathfinding. It can help a lot if the layout of your fort is simple and/or you wall off vacant mines and use pathing priority settings.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**

Post by: **Meph** on **February 26, 2015, 01:54:08 pm**

The giant river helps, too. :D

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**

Post by: **Arcvasti** on **February 26, 2015, 02:20:12 pm**

Yeah, I played the majority of my turn at 6-12 FPS. The river + a bajillion kobolds all pathing at once is too much for my poor netbook. I ended up spamming clean-all in DFhack quite a bit to keep it from getting too bad.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**

Post by: **mate888** on **February 26, 2015, 11:49:03 pm**

Quote from: Arcvasti on February 26, 2015, 02:20:12 pm

Yeah, I played the majority of my turn at 6-12 FPS. The river + a bajillion kobolds all pathing at once is too much for my poor netbook. I ended up spamming clean-all in DFhack quite a bit to keep it from getting too bad.

Oh, well that explains the 22 fps.  
I'll start writing tomorrow.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**

Post by: **mate888** on **February 27, 2015, 11:29:36 pm**

**Kobolds, summer of the year 34**

My name is Mate the 888th, and I'm the new chief of this tribe whose name is... Er... I don't know, let's just call it *Camp*. [OOC]: Do you really expected me to memorize "Scronabanaba"? I know I didn't[OOC]  
I am so excited! This is my new first day as chief, and I'll make sure that all 200 of our 'bolds... Oh... 205. 'OI sister just had quintuplets. Allright. We have to start making stuff! Like an awesome tomb for me, or statues! Yes... Pretty statues made of stone! And also get stuff from 'em big folk and the little folk with fancy beards and crazy steam machines. Yes... Shrooms. Shrooms are tasty. Maybe 'em black elves have better shrooms! Yes! You! They 'bold over there! Go grab shrooms from 'em black elves! Yes, yes, the scary ones, not the treeshaggers! Go!

Oh, that was quick. Now we have pig tails and muckroots! Sounds like something that would taste nice with meat!

**7th of Granite**

I sent the thief to rob 'em long bearded mountain folk. He may borrow from them some shiny metal! Or he may die, 'em bearded bigfolk may find the tunnel and come and kill us. But they won't be able to go through our wall. But wait... Isn't that glass making part of the wall?  
In my experience breaking into bigfolk houses, glass is a thing that breaks. I'm not sure of having it as a wall, even though it seems sturdy enough.  
I must say, 'tis is the fancier camp I've ever seen! Well, it's the only camp in wich I've ever been, considering that I was born here last year, but... Eh. It's good to see all this fancy 'bolds with their colorful sandals.

Spoiler (click to show/hide)



And their ultra fancy red masks.  
Spoiler (click to show/hide)





8th of Granite

The thief got back with absolutely nothing. And another packsister gave birth to quintuplets. Yay! More mouths to feed! Also we need to make clothes because most of the kids here are running around naked.

10th of Granite

Nothing much has happened apart from an ogre growing up and my tomb being finished. With two fancy marble statues guarding the entrance, of course.

11th of Granite

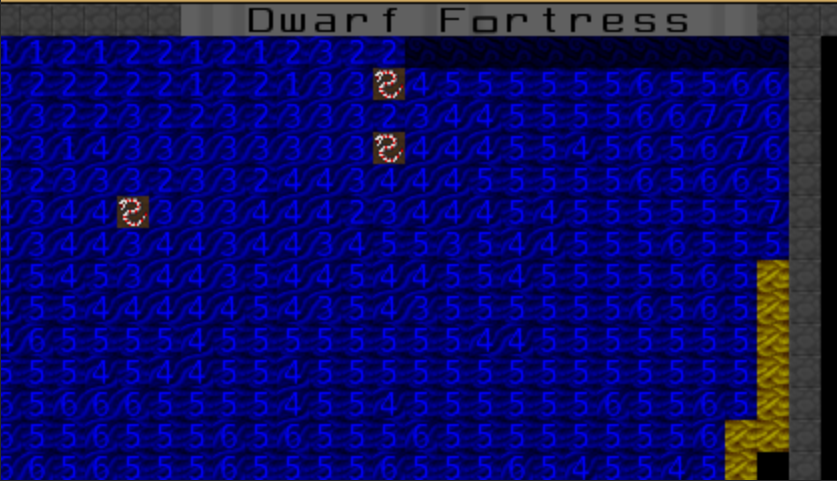
Quintuplets *and* triplets?! Thats like... Seven more members of our tribe! Bigfolk are right when they say that everytime you kill a kobold there are ten more waiting in the dark! Although they might be children and/or very easy to kill. But if they die there would be 10 more for each! That is like (ten, twenty. thirty...) 100 more! Yes, we are unbeatable!

12th of Granite

Ah, another fresh day at Camp. The lake is beautiful with all those toads, salmons, roachfishes and dead birds frolicking there, the pretty red and black and yellow snakes crawl through the ground and the disturbingly large roaches roam the sky. Ah... A perfect day in this kobold camp.

I say snakes on the ground, the snakes are having a swim at the lake. And... I'm not really sure of how does this lake work. It's normal, but if you look east you'll see that the water is angry there, and there's also a weird wall of the thing that forms after you mix water with the fiery mountain juice the beardfolk use with the greenfolk.

Spoiler (click to show/hide)



In other news, I found an empty square room underground blocked by a single pillar. I'll reclaim it and use it for training stuff for the soldiers.

16th of Granite

Well, I now know wich levers do what, thanks to Arcvasti's helpful notes. Now I think I have enough knowledge to lead this camp through the year.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Boltgun** on **March 16, 2015, 03:20:14 am**

Stay alive! We can soon compare progress on year 3 and, who knows, do year 4 before we get serious work on MDF reborn?

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **mate888** on **March 18, 2015, 06:55:00 pm**

ZZZZZZZZZZZZzzzzzz... Oh, Wha?  
Oh... Yes. The kobold stuff. I totally did not thought that this thread was dead and thus stopped playing it that world! Not at all!

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Boltgun** on **March 20, 2015, 06:22:10 am**

Quote from: mate888 on March 18, 2015, 06:55:00 pm  
ZZZZZZZZZZZZzzzzzz... Oh, Wha?  
Oh... Yes. The kobold stuff. I totally did not thought that this thread was dead and thus stopped playing it that world! Not at all!

It's a good thing that you did not abandon your camp then. Nor anyone else forgot about this.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **smakemupagus** on **March 20, 2015, 12:24:48 pm**

I'm enjoying this, certainly will read any further updates if people are still playing..

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **mate888** on **March 20, 2015, 02:44:58 pm**

Well... I'll not be able to keep playing. I have very little time to do stuff. Sorry. Should I upload the save? I mean, I haven't done much.

Title: **Re: ☼Battle of the 8 Armies☼ - Looking for players (Who wants some Waaaaagh?)**  
Post by: **Meph** on **March 21, 2015, 03:21:09 am**

Quote from: smakemupagus on March 20, 2015, 12:24:48 pm

I'm enjoying this, certainly will read any further updates if people are still playing..

I'm still lurking ;)